



# “Walnuts & Rain”

## 1025-193

### Original Board



ate 05/14/14

- ☒ Board Team Final 05/14/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Tom Herpich

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :  
EPISODE # 1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<p>BLACK</p>				

Sc.	Pnl.	Bg.	day	night
<p>FADE IN</p>				

Dialog:
Action:
Timing:

Production :

EPISODE #

1025-193

# ADVENTURE TIME



Page 2



Sc. 1 Pnl. A Bg.       

Dialog:	(F:) OS (coming into earshot) ... and when that salsa cloud had you by the tail...
Action:	
Timing:	

EPISODE #

Production :

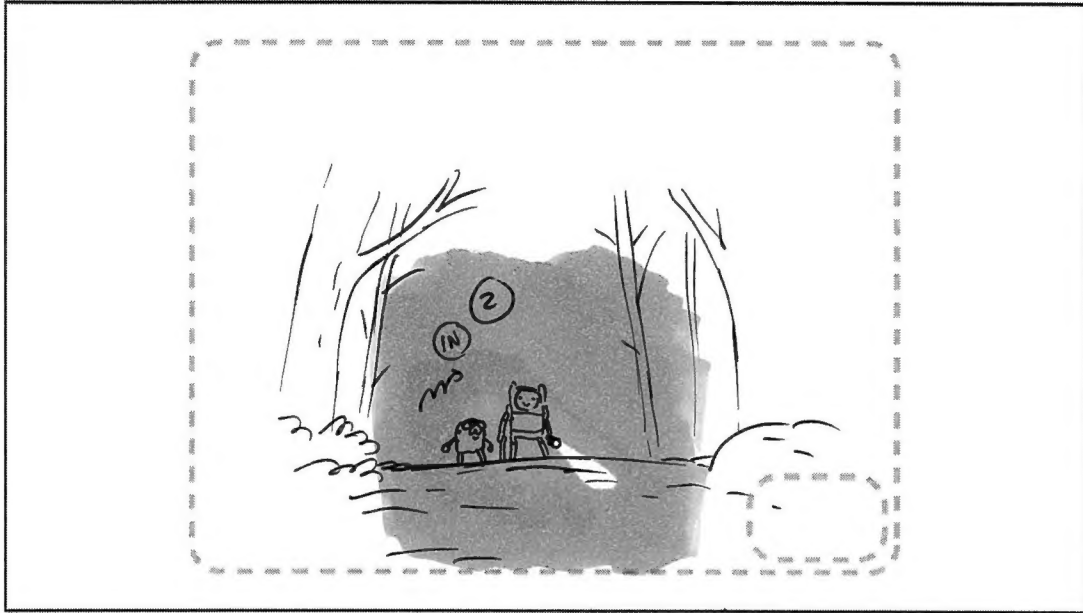
1025-193



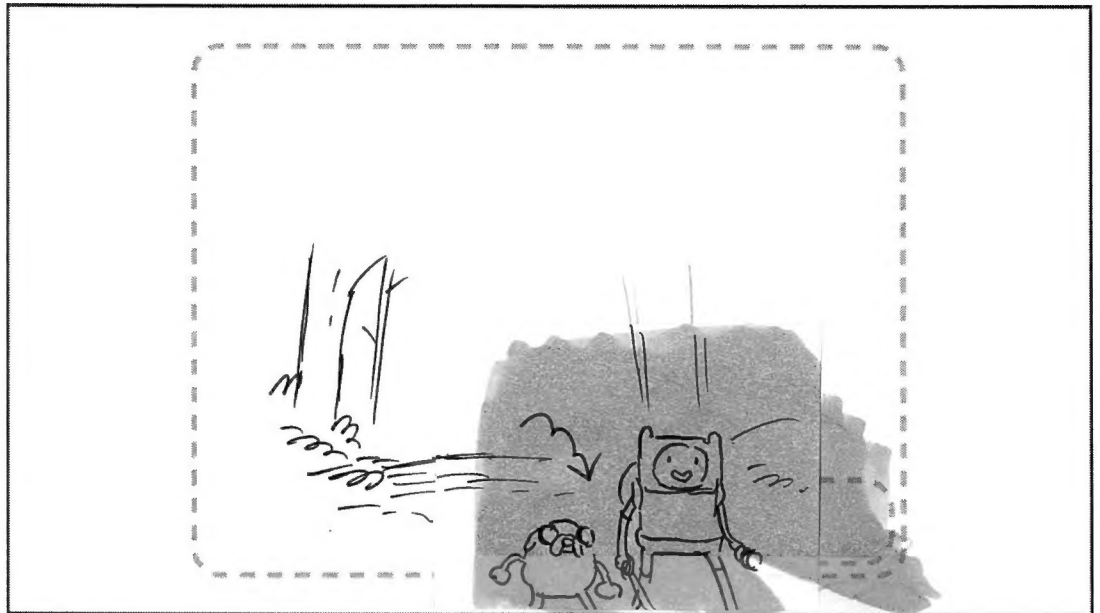
# ADVENTURE TIME



Sc. 1 Pnl. B Bg. day night



Sc. 1 Pnl. C Bg. day night

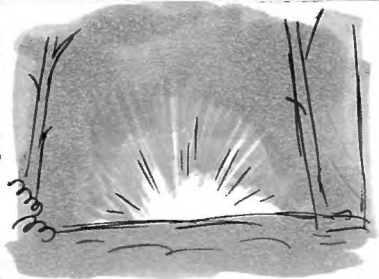


Dialog: (J:) \*haha\* yeah - and I swung him around into that golden cactus? ...

(F:) \*haha\* man, that was algebraic.

Action: -Finn's flashlight makes a corona effect before coming into view (1)

Timing:



EPISODE #

1025-193

Production :

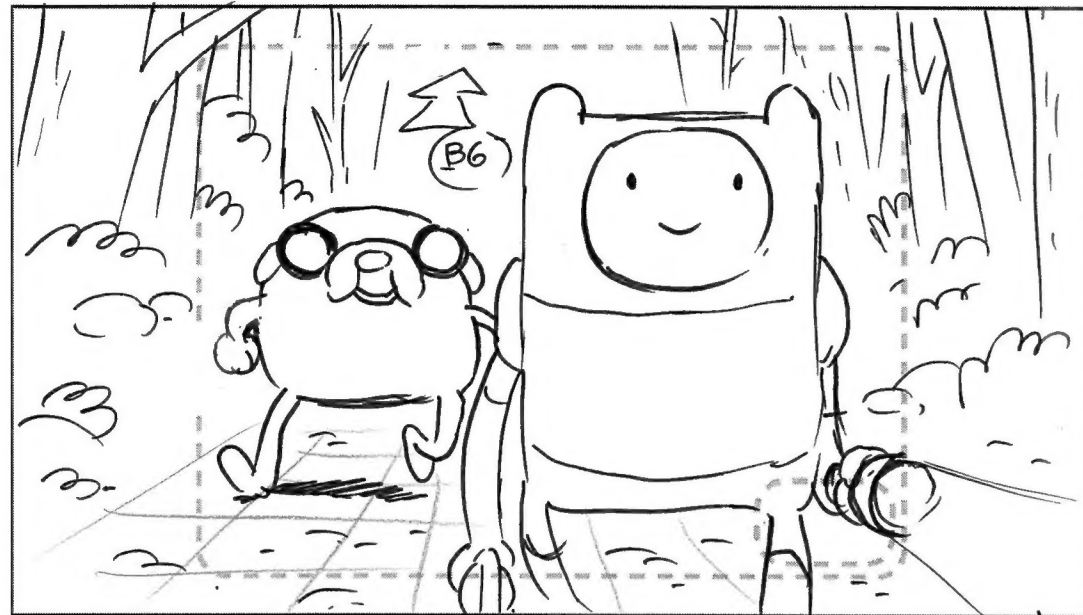
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

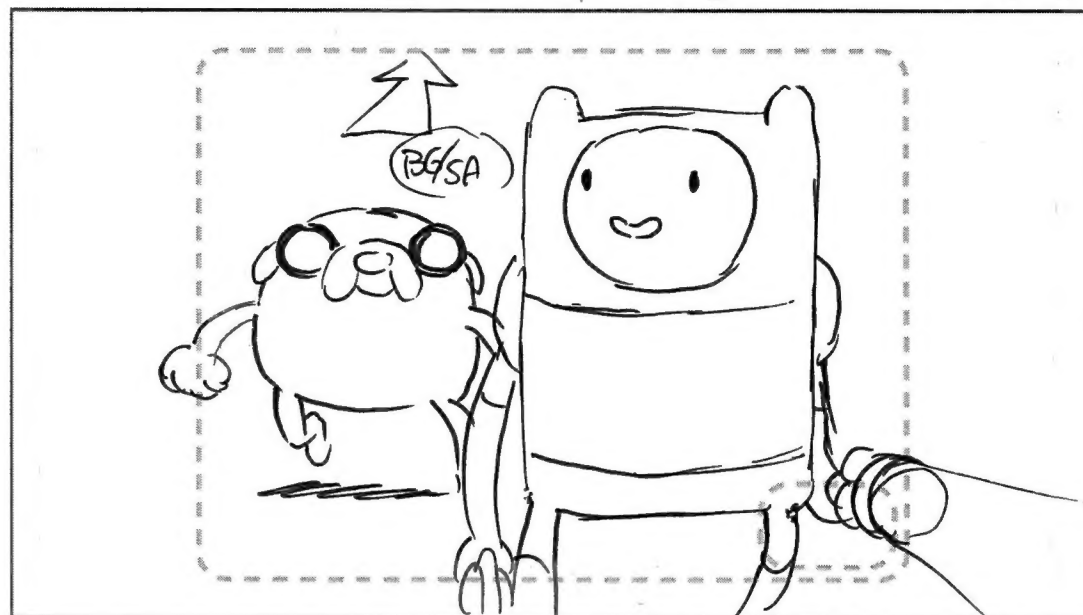


Page 4  
day night

Sc. 2 Pnl. A Bg.



Sc. 2 Pnl. B Bg.



Dialog:

(J:) \*haha\* yeah man- that  
adventure was TIGHT.

(F:) yeah!

Action:

Timing:

EPISODE #  
1025-193

Production :

# ADVENTURE TIME

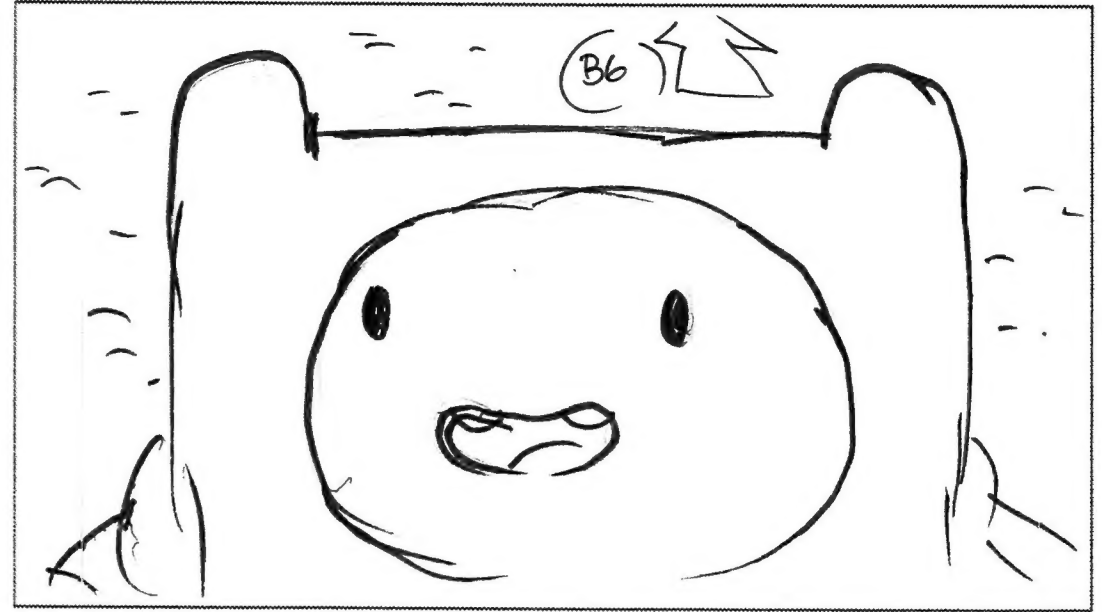


Page 5

Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

(J:) I can't wait to get back home though!

Action:

Timing:

(F:) Yeah, me too!

EPISODE #

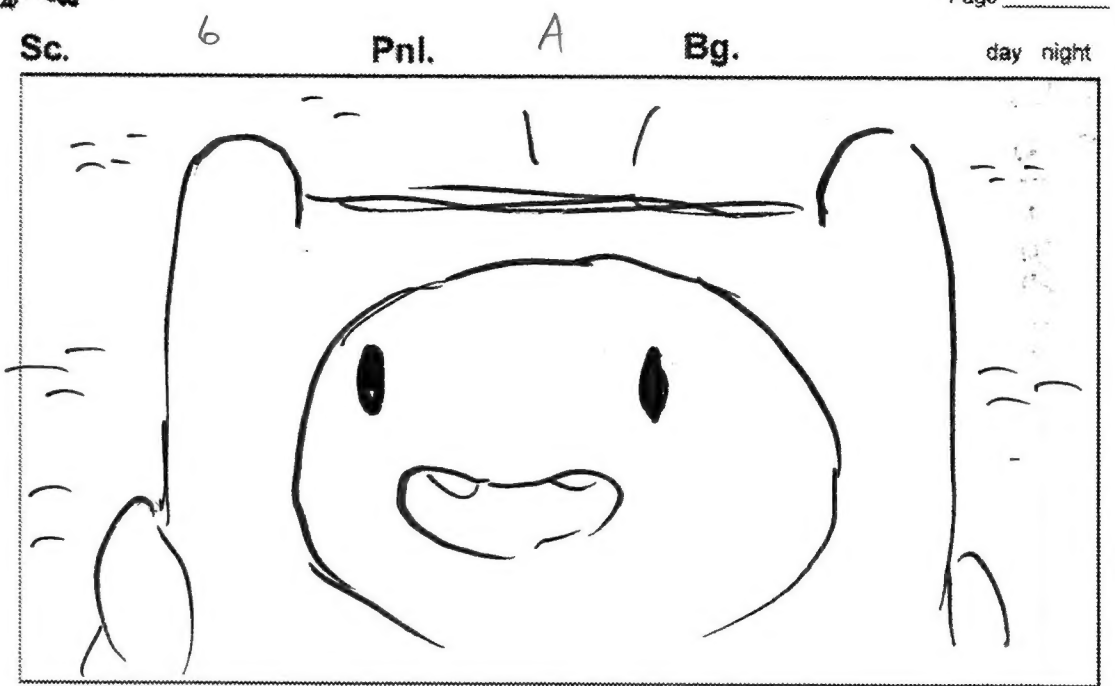
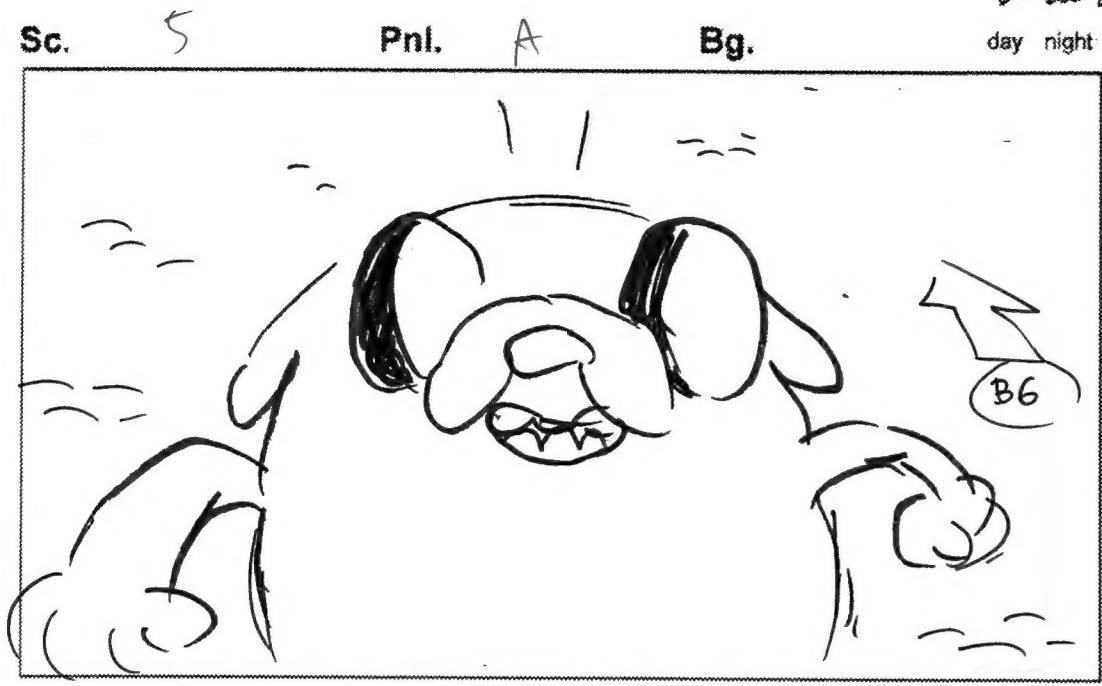
1025-193

Production :

# ADVENTURE TIME



Page 6



Dialog:	(J:) I need some SLEEP!	(F) → with Nepttr on
OVERLAP	(F:) I'm gonna play some	BMO for an
Action:	Battle Wars →	hour -
Timing:		

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be reused for any purpose, except for production purposes, and may not be sold or transferred.

EPISODE # 1025-193

Production :

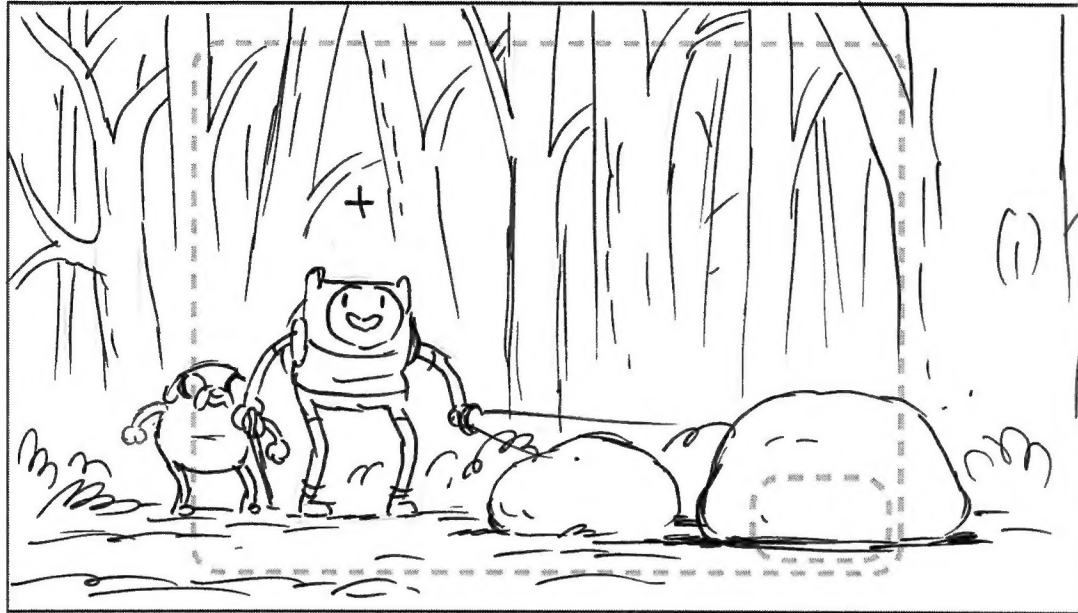
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

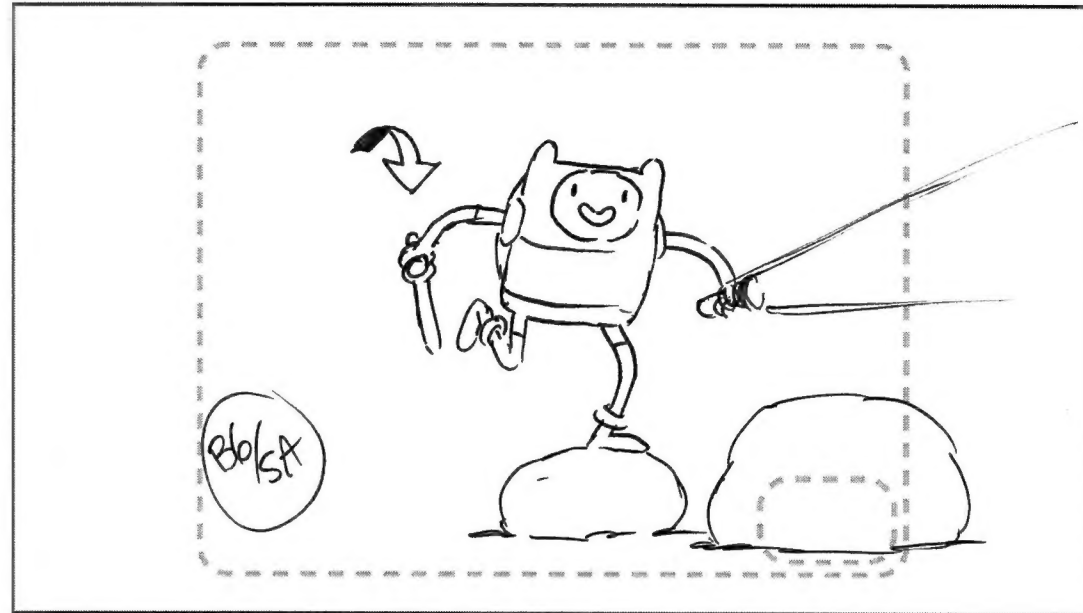


Page 7

Sc. 7 Pnl. A Bg. day night



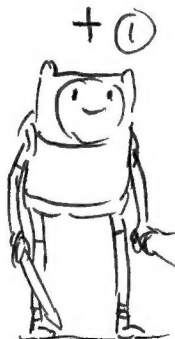
Sc. 7 Pnl. B Bg. day night



Dialog: (F) → then work on that flyer for PB's laser recital, →

Action:

Timing:



- Finn hops happily from stone to stone.

Production :

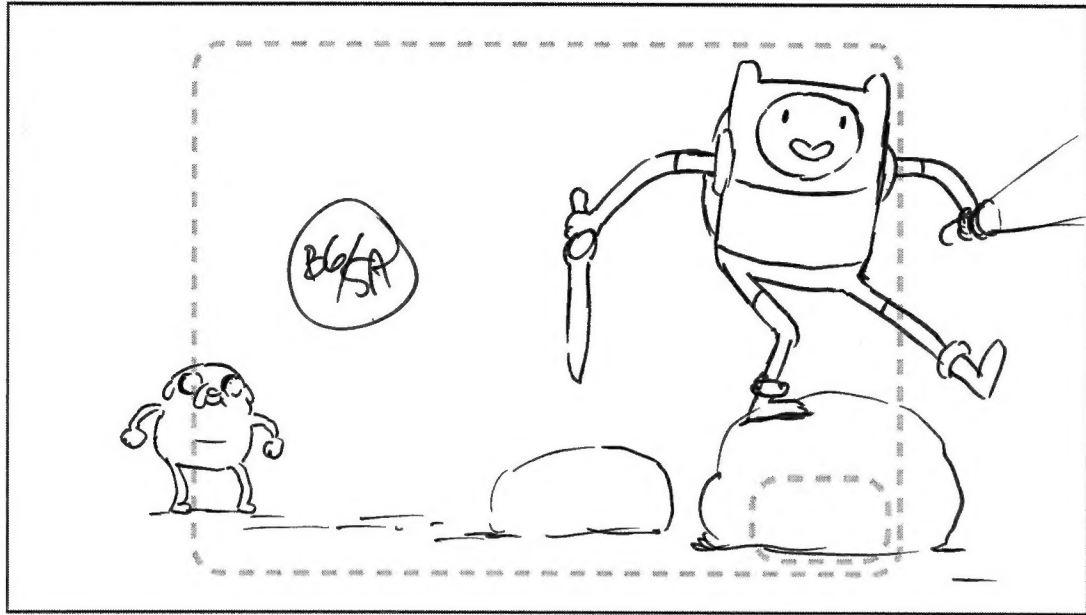
EPISODE #

1025-193

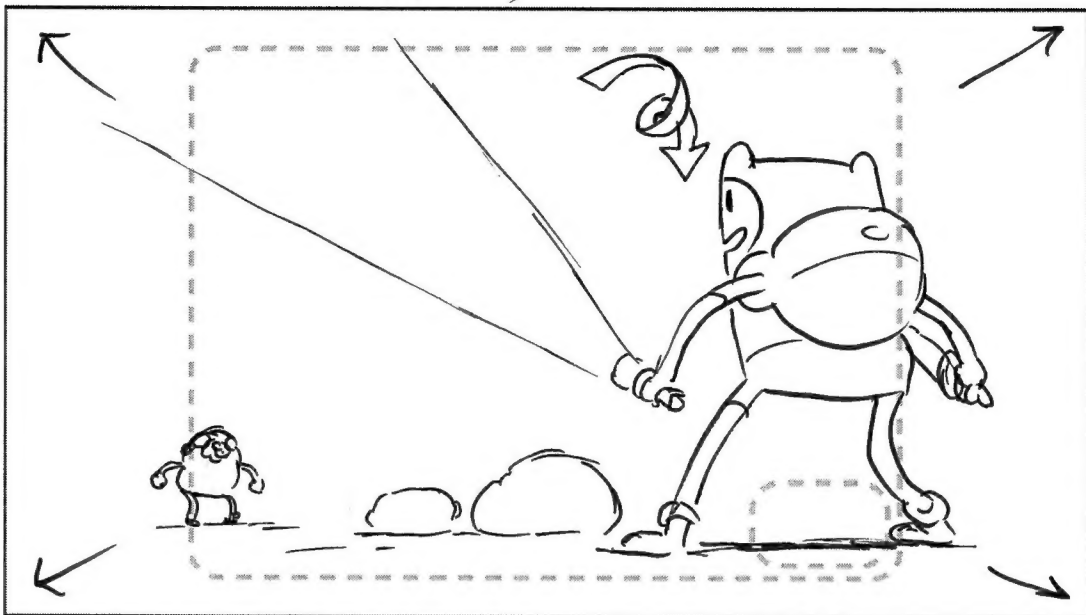
ADVENTURE TIME



Sc. 7 Pnl. C Bg. day night



Sc. 7 Pnl. D Bg. day night



Dialog:	(F:) → and catch up on my correspondence with my penpal Danny Gladiolas, →	(F:) → from over in Maryville.
Action:		- Finn spins while jumping down from rock.
Timing:		

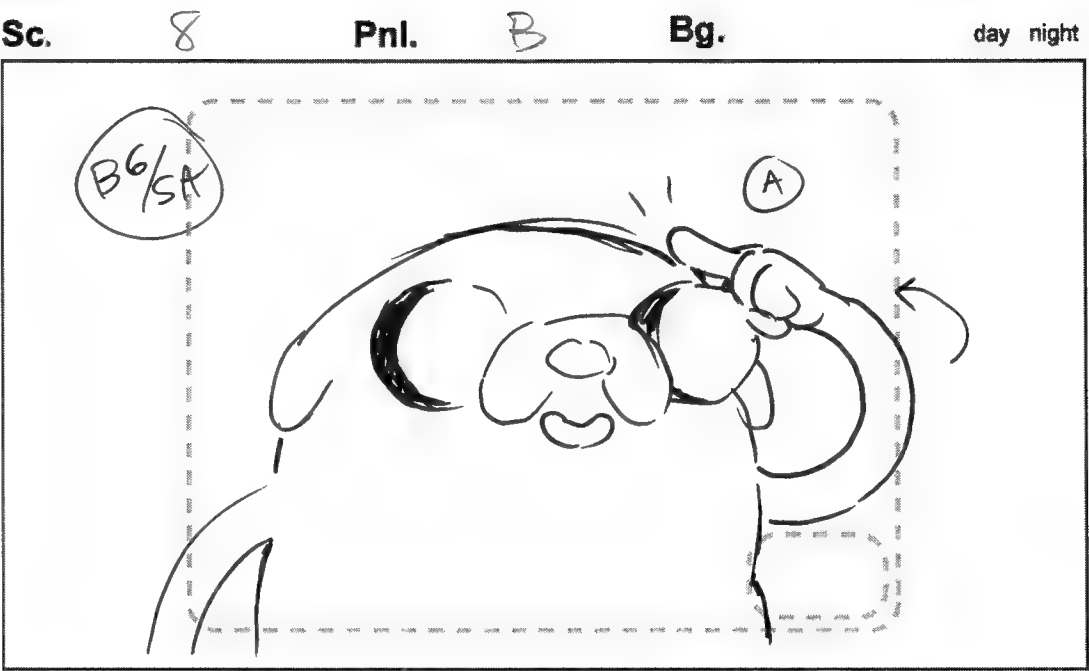
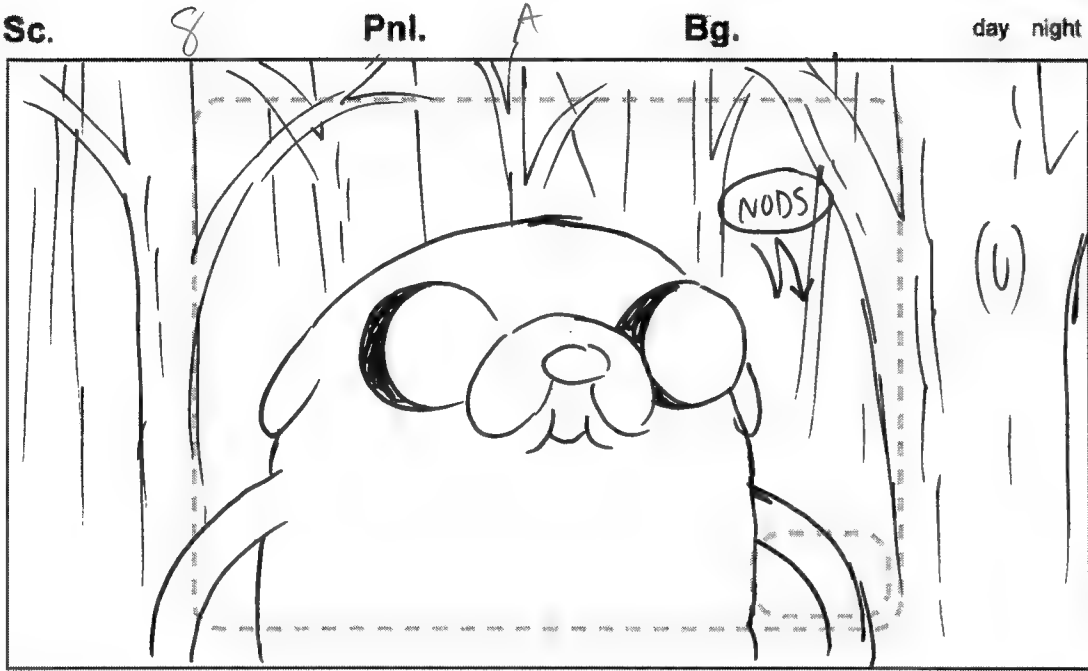
Production :

EPISODE #

1025-193

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Augmented or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

(J) Great minds .

Action:

(A) (B) (A)

Timing:

Production : EPISODE #

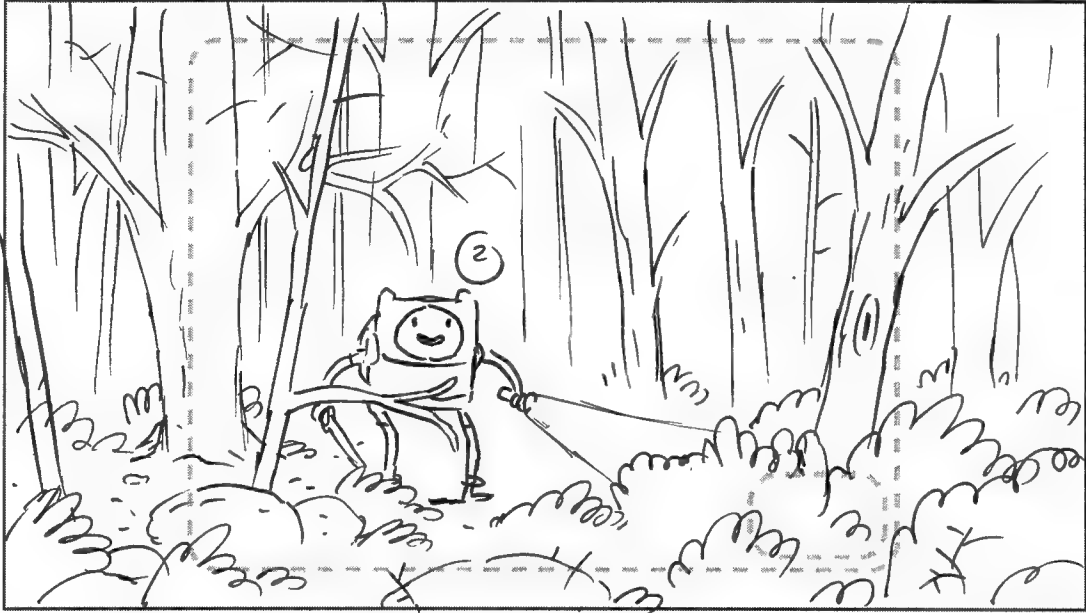
1025-193



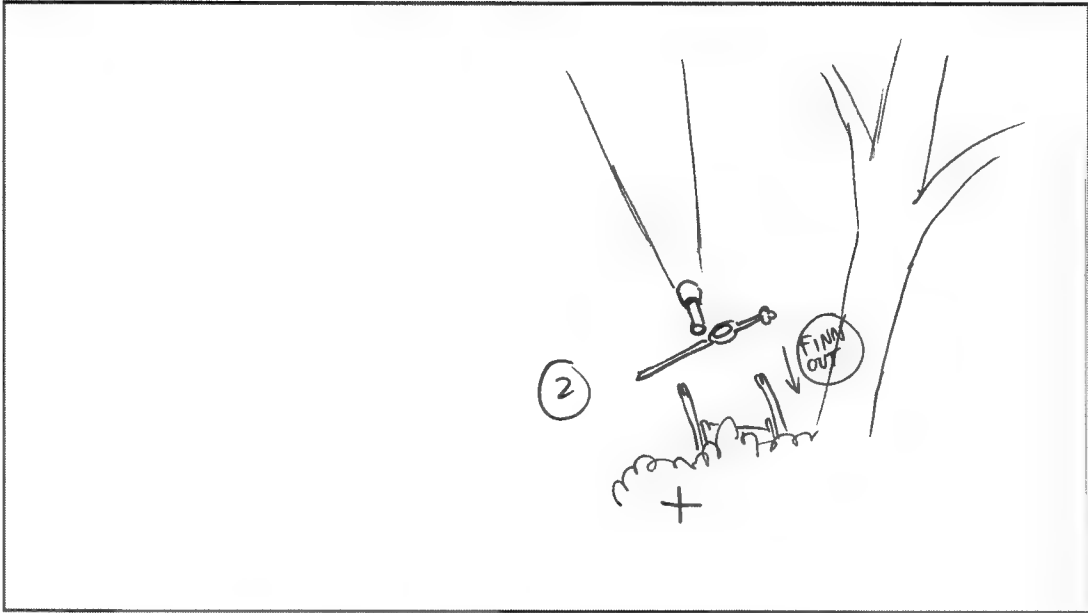
# ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night

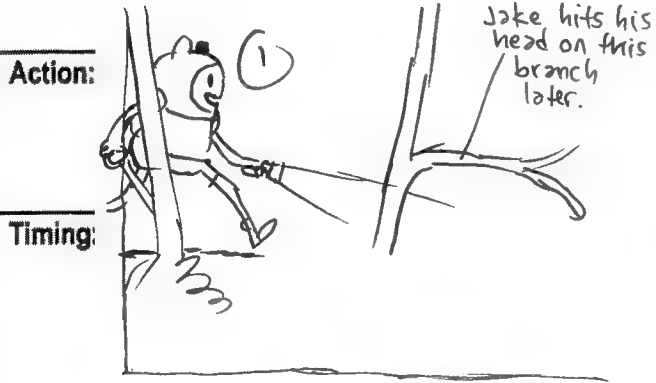


Sc. 9 Pnl. B Bg. day night



Dialog: (F:) ① And then ② next what I'm gonna do →

(F) → is I'm gonna \*WHOO!\* \*



- Finn falls down in unseen hole

(hole should be hidden behind foliage.)



EPISODE #

Production :

1025-193



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

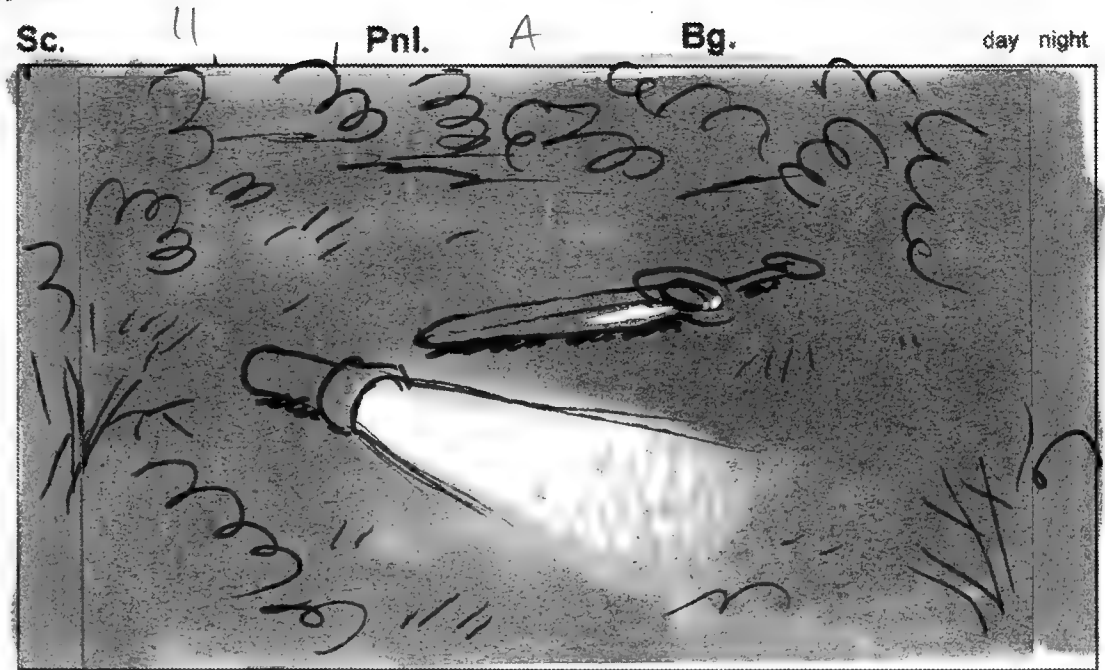
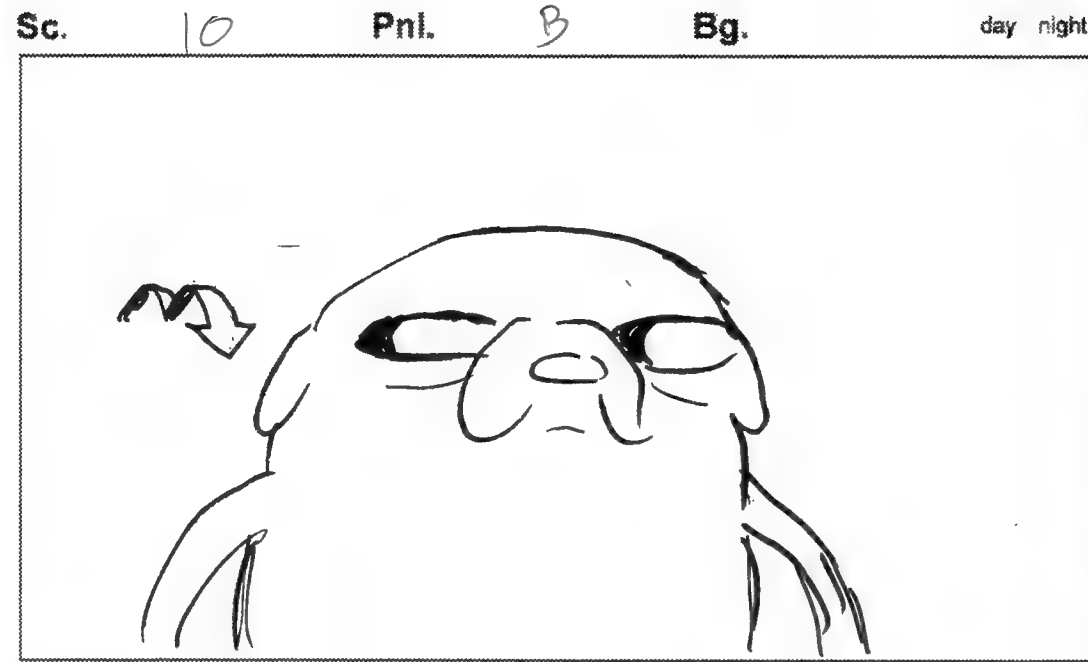
Sc. 10 Pnl. A Bg. day night

Dialog:	(J:) Finn?
Action:	
Timing:	

EPISODE #

Production :

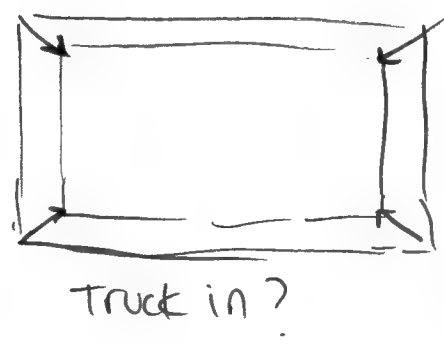
1025-193



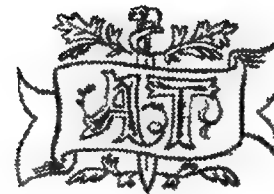
Dialog:

Action: - Jake examines the spot where Finn disappeared.

Timing:




# ADVENTURE TIME



Page 13

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
12	A			

Dialog:	(J) FINN!
Action:	
Timing:	

EPISODE #

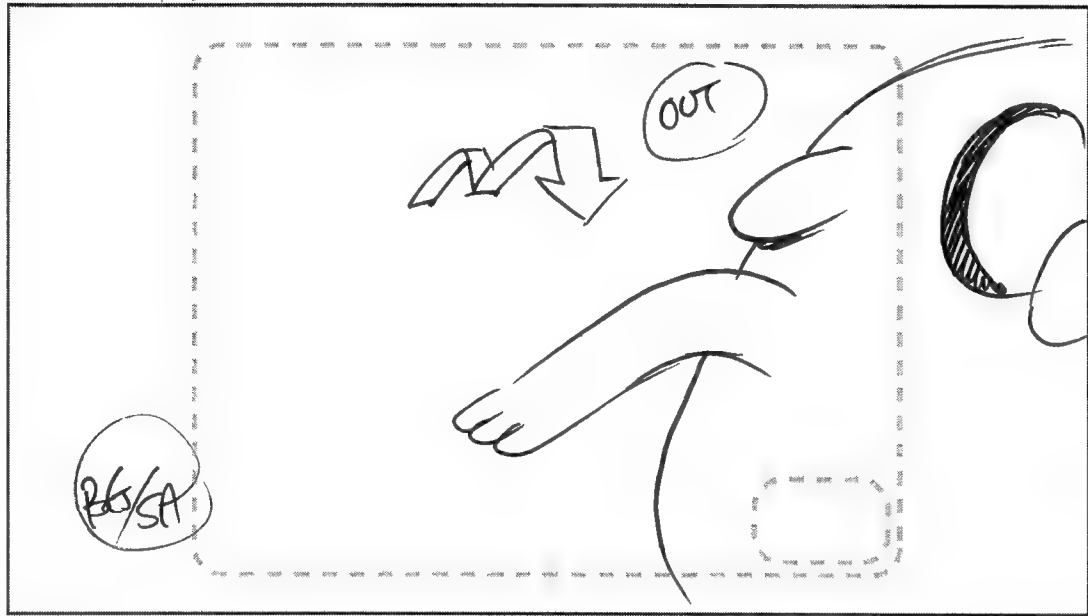
1025-193

Production :

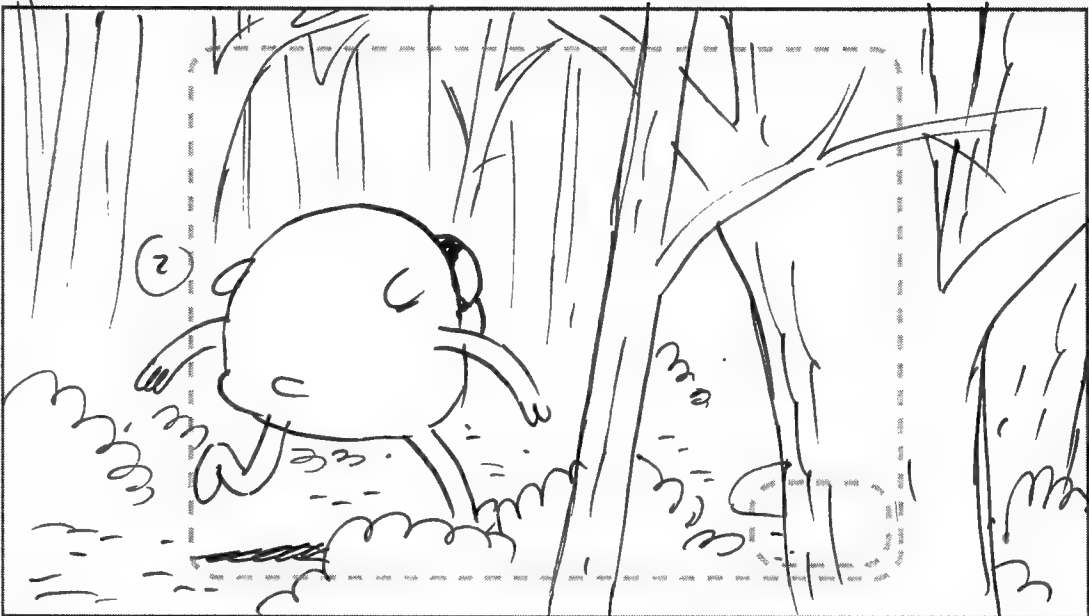
ADVENTURE TIME



Sc. 12 Pnl. B Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:	(J:) * huff puff running sounds *
Action:	- Jake runs off screen
Timing:	

EPISODE #

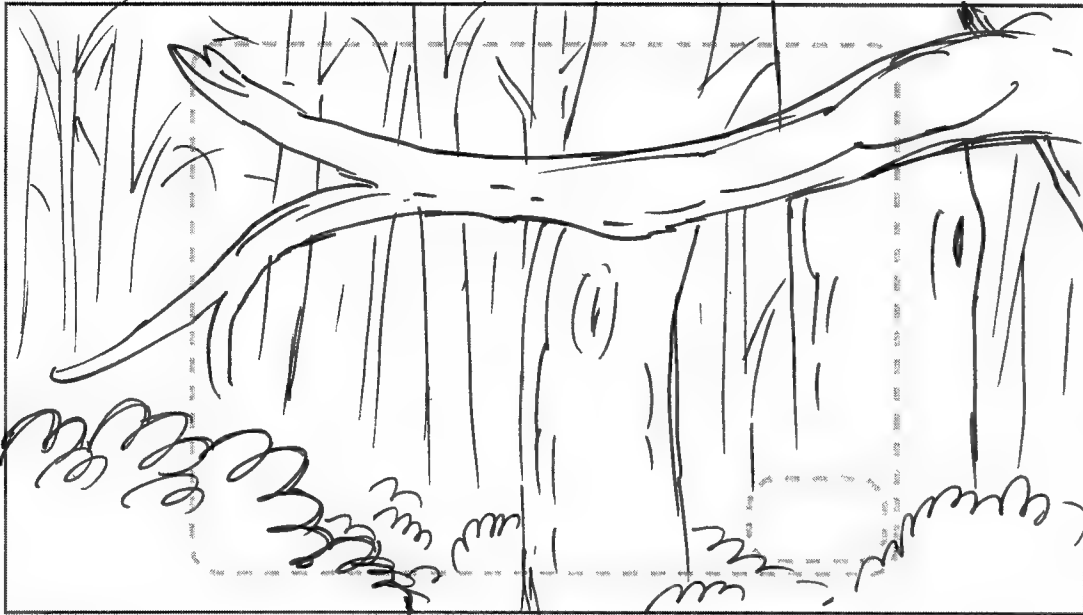
Production :

1025-193

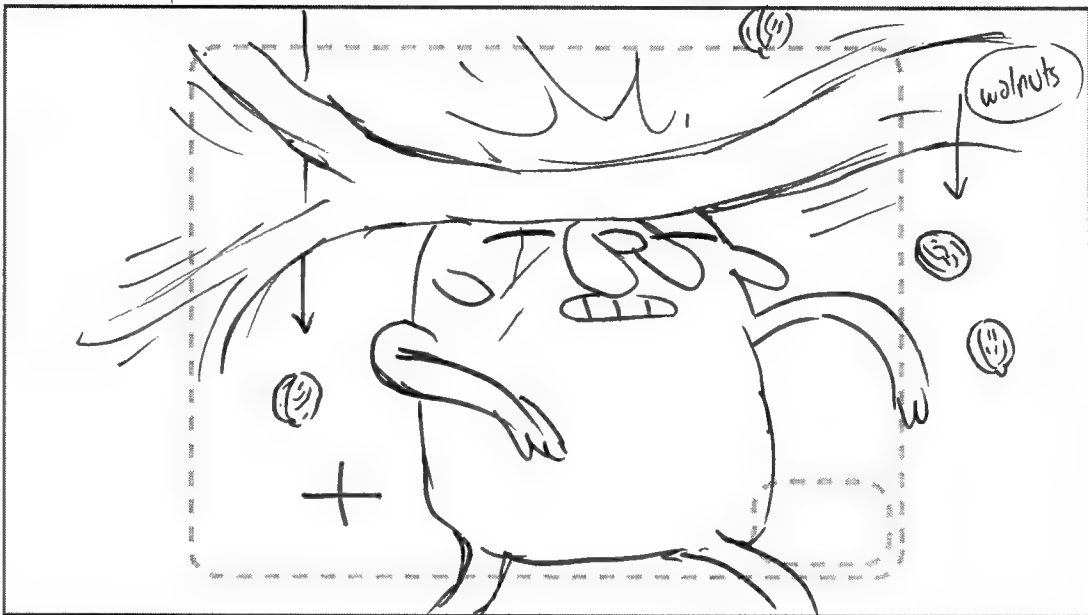
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(J:) Fi-- \*CRACK!\*

- Jake hits his head on a branch it was too dark to see.
- The impact knocks walnuts from the tree.

EPISODE #

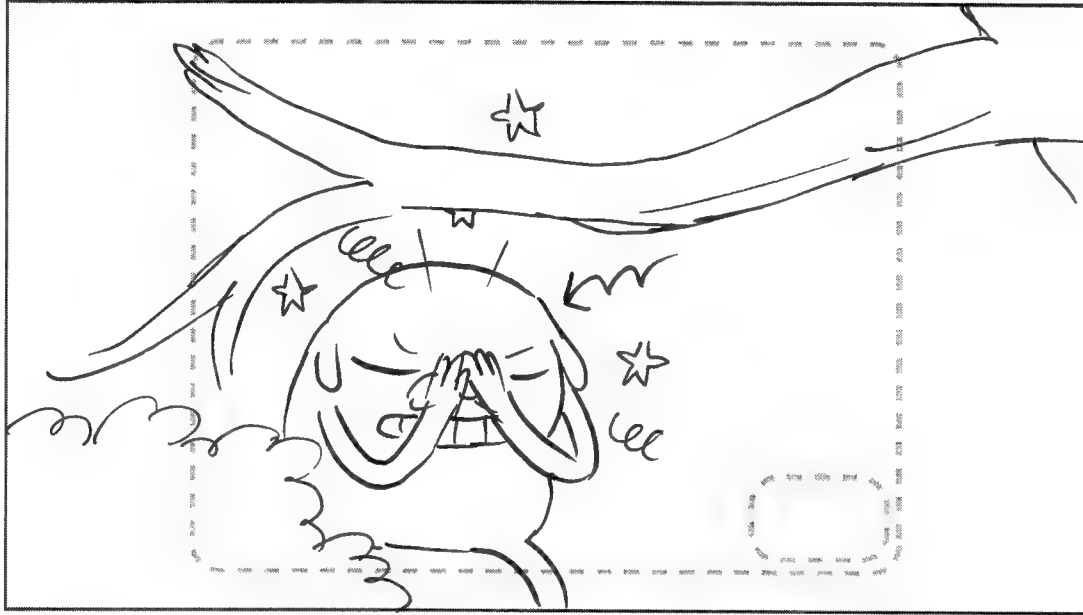
Production :

1025-193

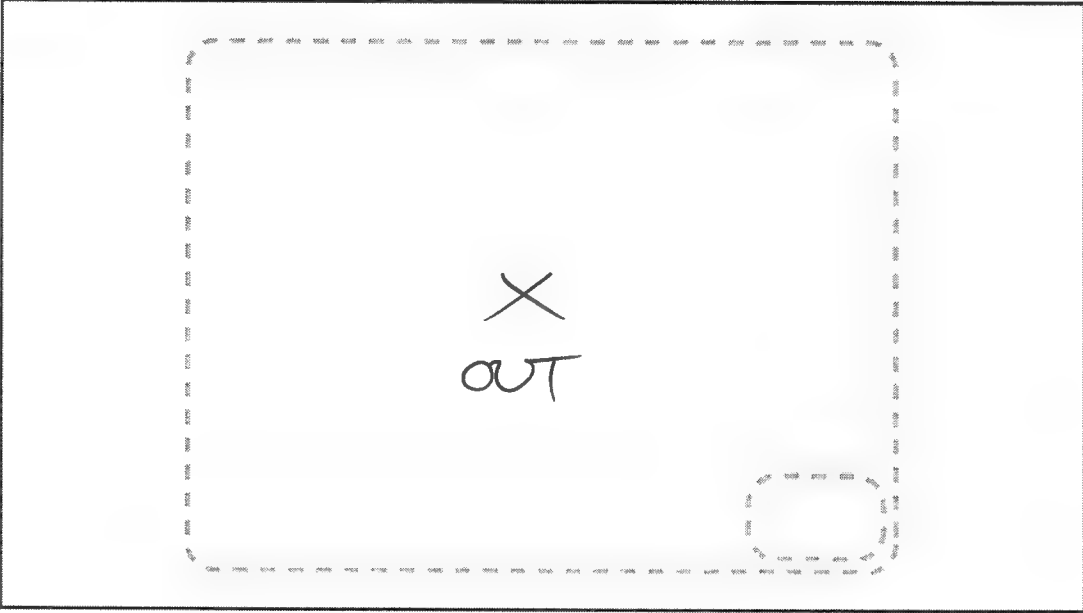
ADVENTURE TIME



Sc. 14 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - Jake reels back in pain
Timing:

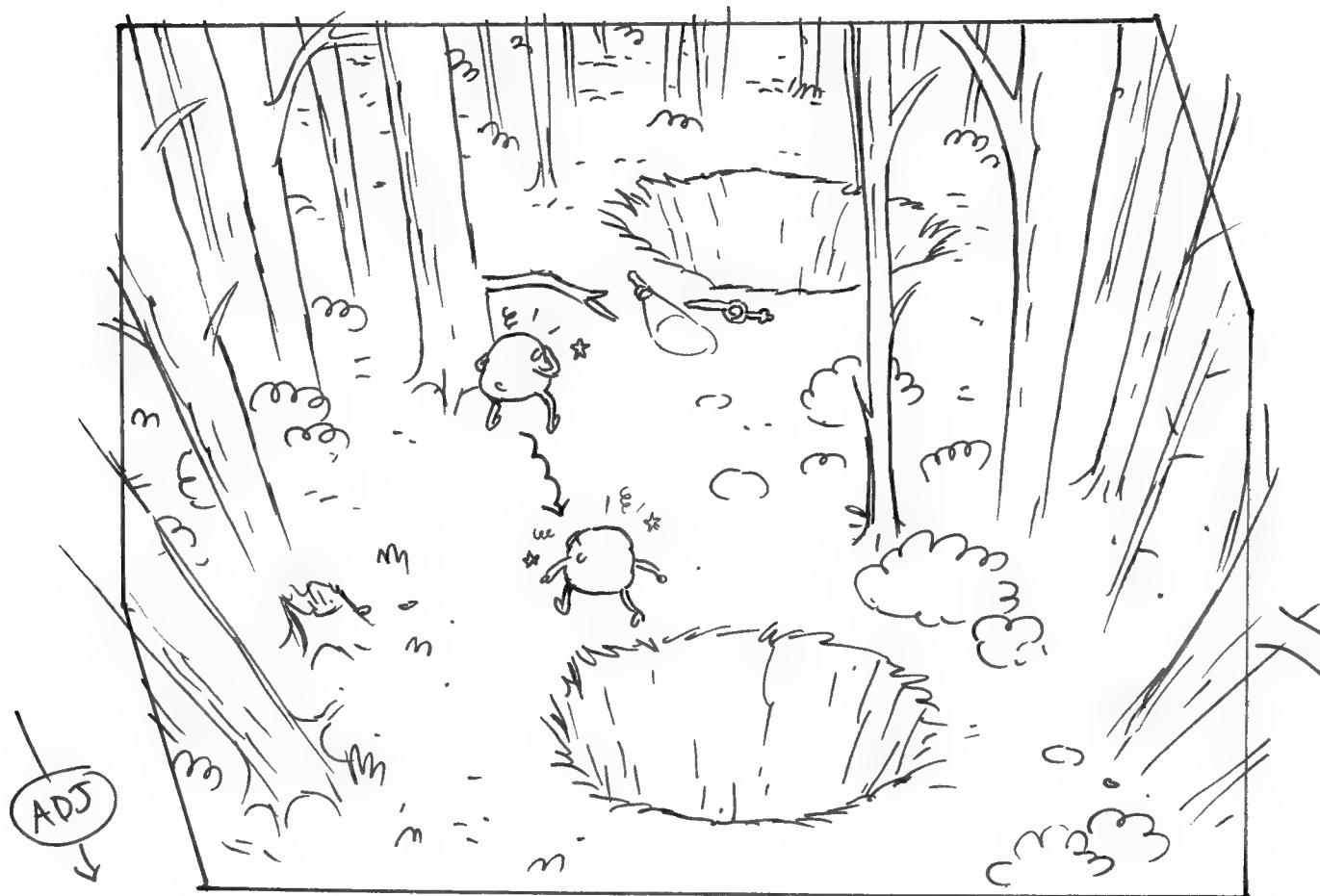
EPISODE #

Production :

1025-193

Sc. 15

Pnl. A



DIALOG:

(J:) \*woozy sounding\*  
(losing consciousness)

- Jake stumbles backward  
dizzily, losing  
consciousness.

1025-193

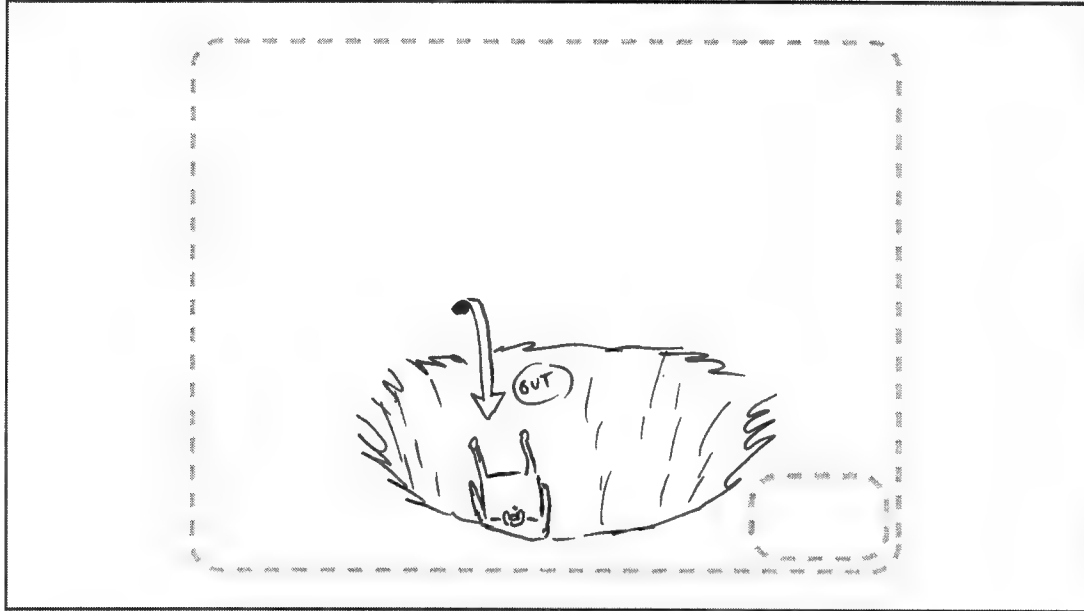


Jake sways  
with each step

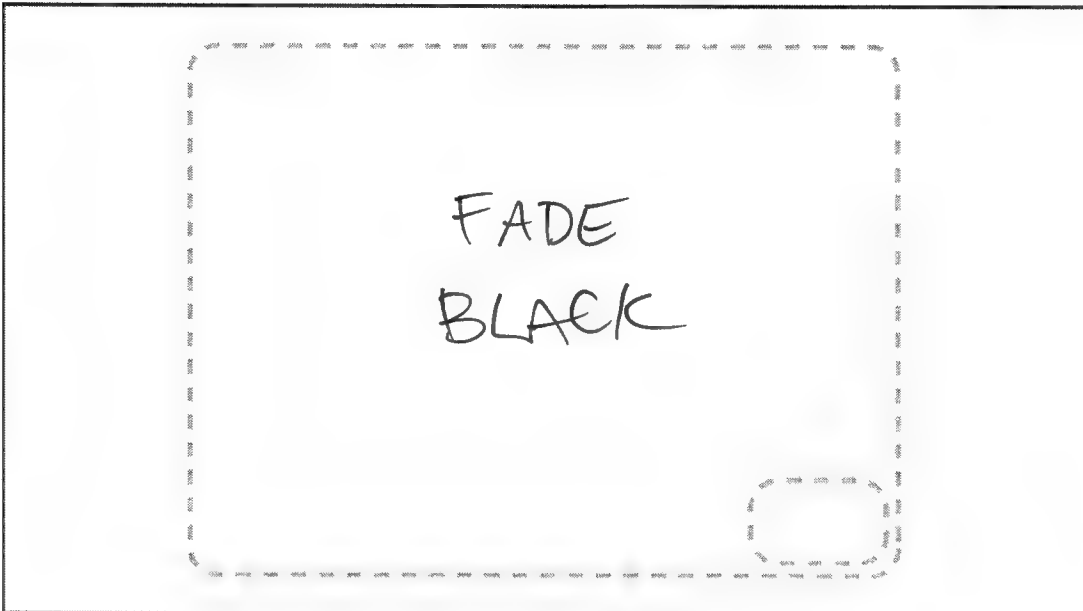
ADVENTURE TIME



Sc. 15 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J:) * fainting noise *
Action:	- Jake loses consciousness and falls into the hole.
Timing:	

EPISODE #

Production :

1025-193

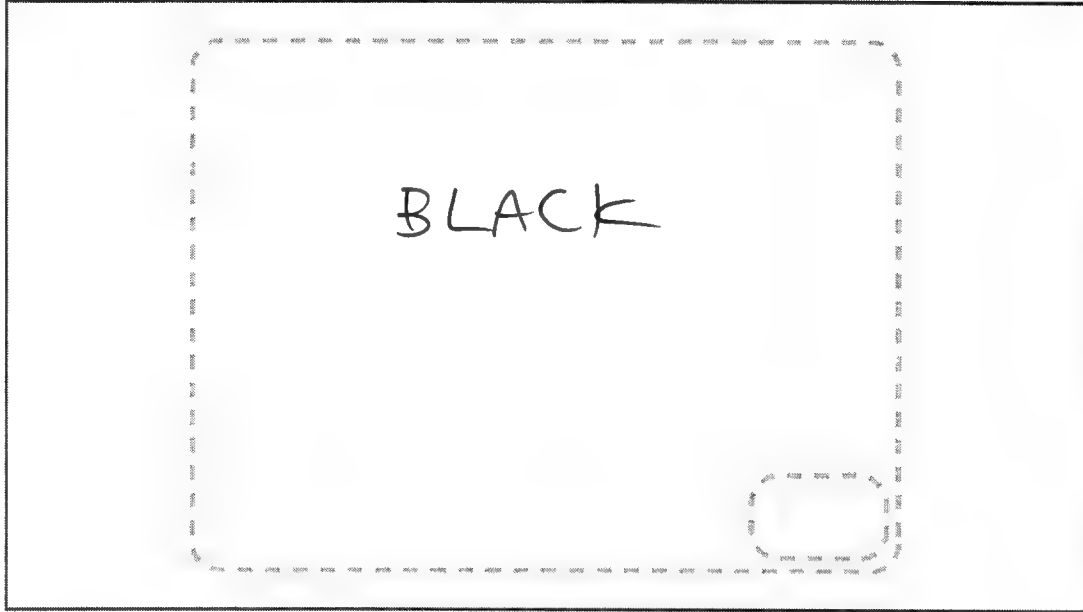


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

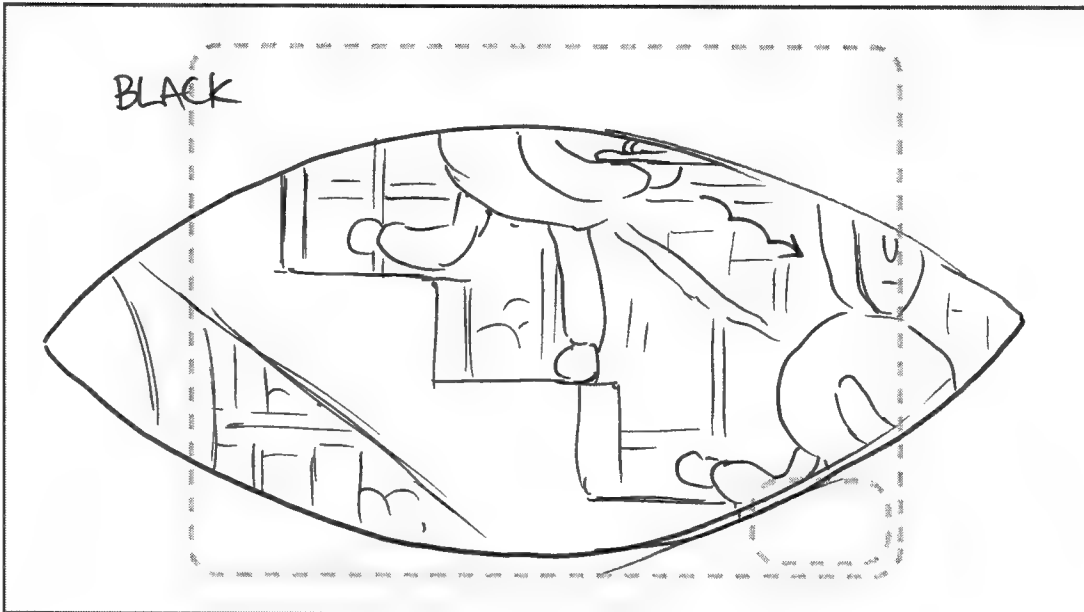
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night





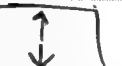
Sc. 16 Pnl. B Bg. day night





Dialog:

(SFX): \* creak creak creak creak →  
(stairway descending)

Action:

①  slow open  
②  Blink twice  
③  open all the way

Timing:

   
maybe image is a little blurry when eye first opens, then comes into focus?

EPISODE #

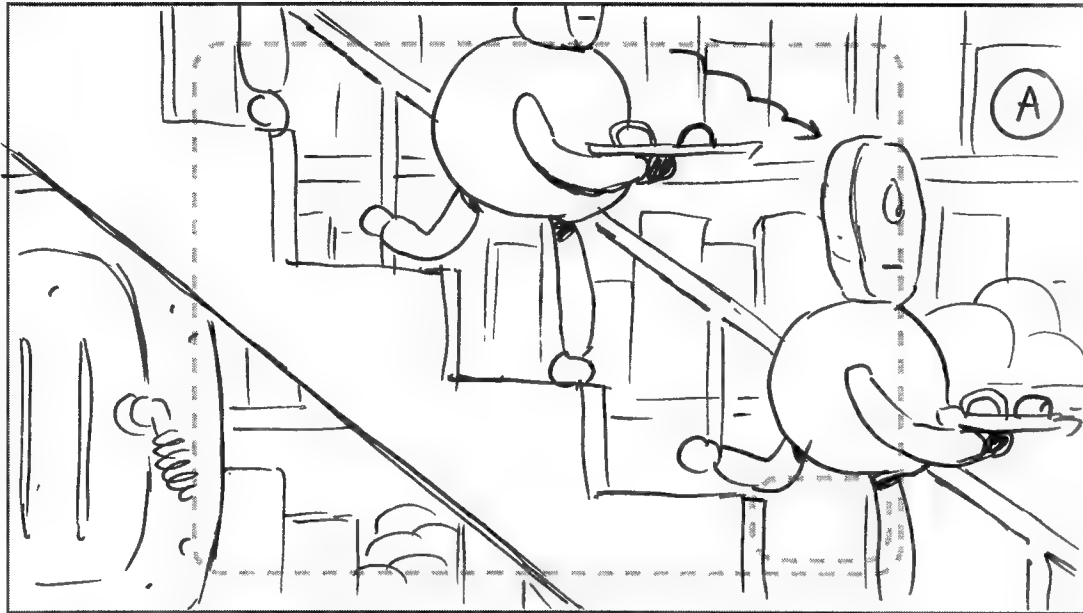
Production :

1025-193

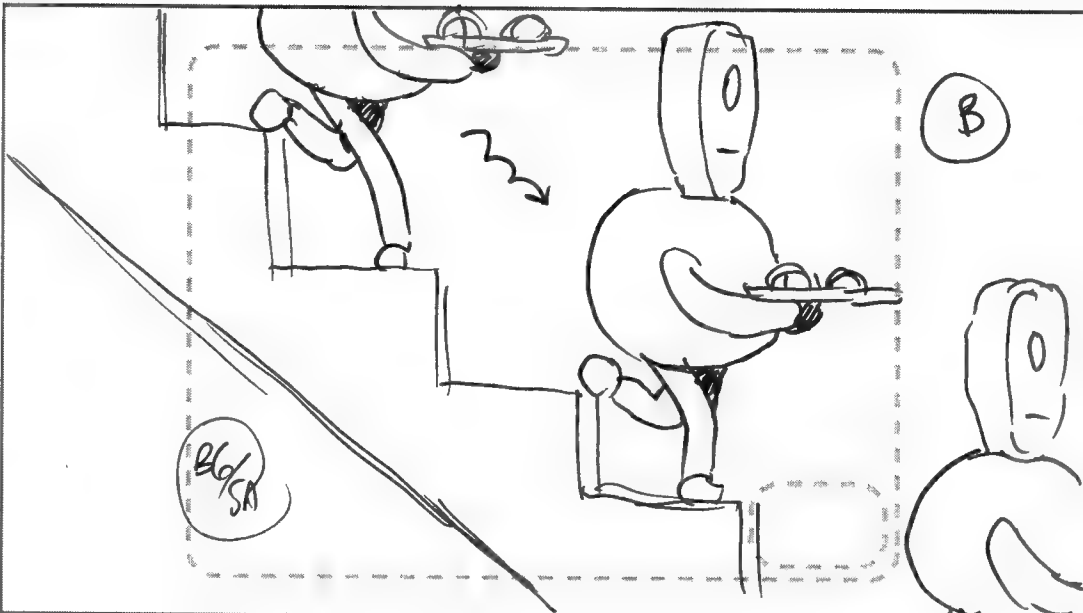
ADVENTURE TIME



Sc. 16 Pnl. C Bg. day night



Sc. 16 Pnl. D Bg. day night



Dialog: (SFX:) → \* creak creak creak →

Action: - Food men with empty trays descend stairs in a continuous loop.

Timing:

EPISODE #

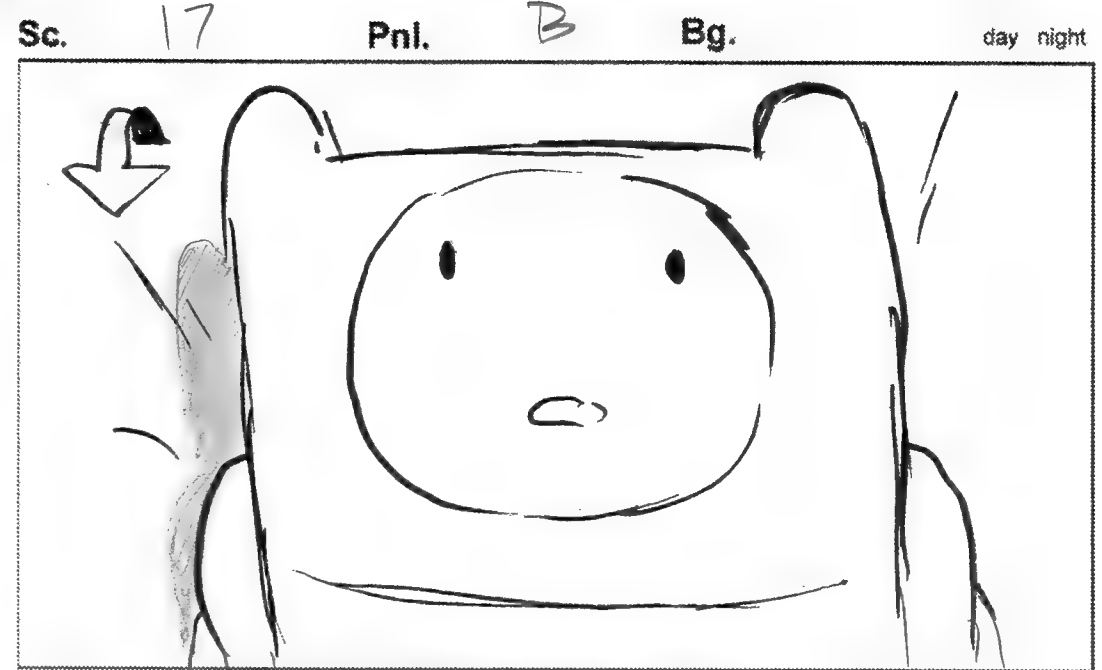
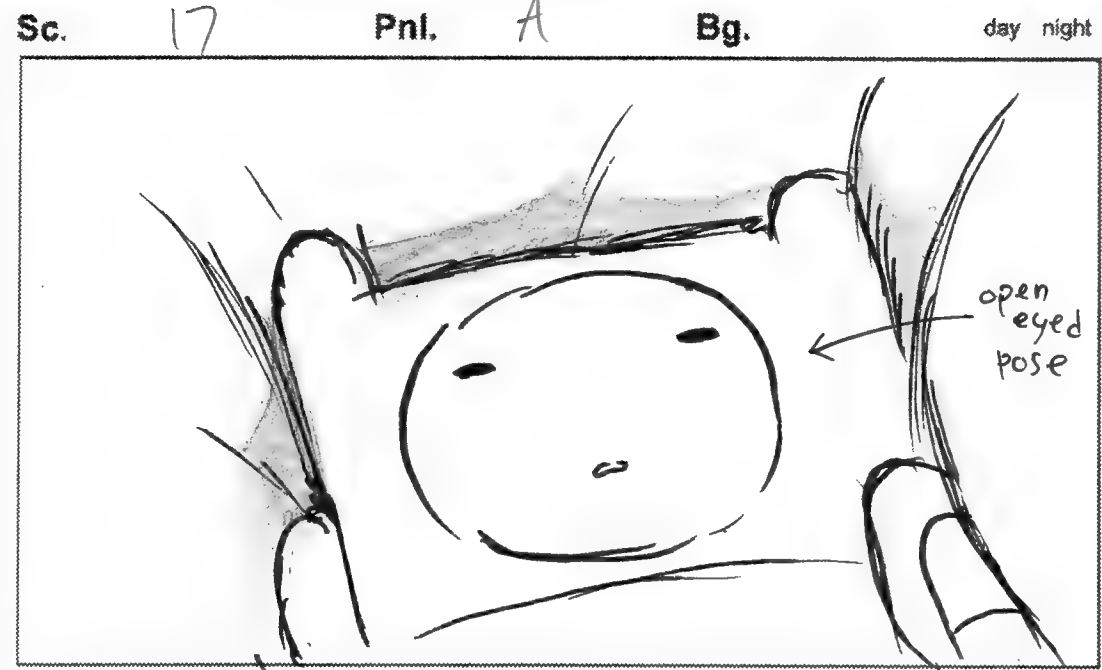
1025-193

Production :

# ADVENTURE TIME



Page 21



Dialog:

\* BLINK BLINK \*

(F:) (to self) what the...?

Action:

Timing:

- Finn regains consciousness

1025-193

EPISODE #

Production :

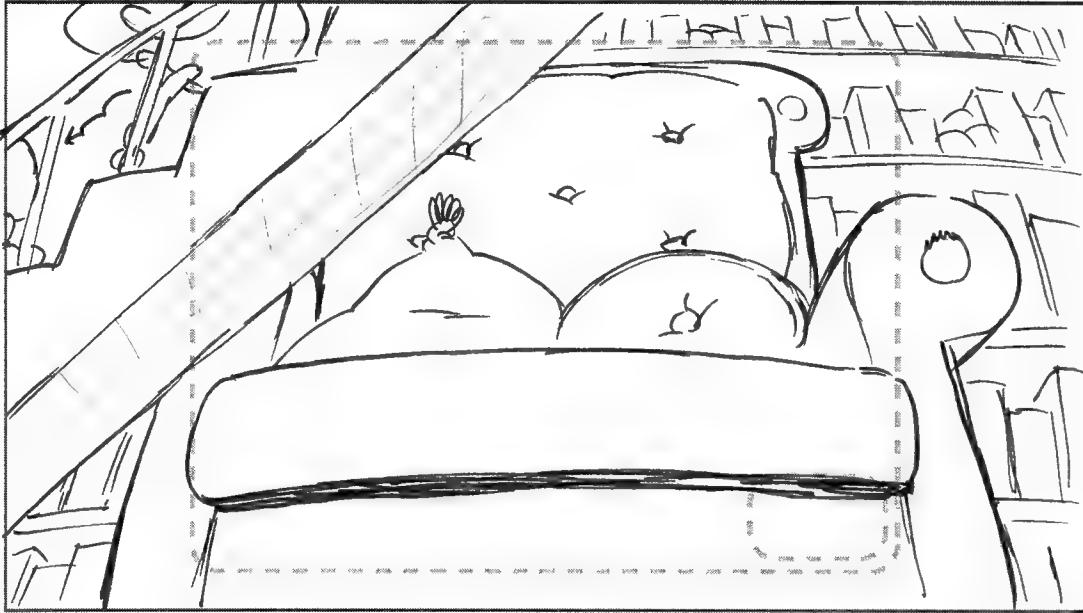
© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be used or retransmitted.

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

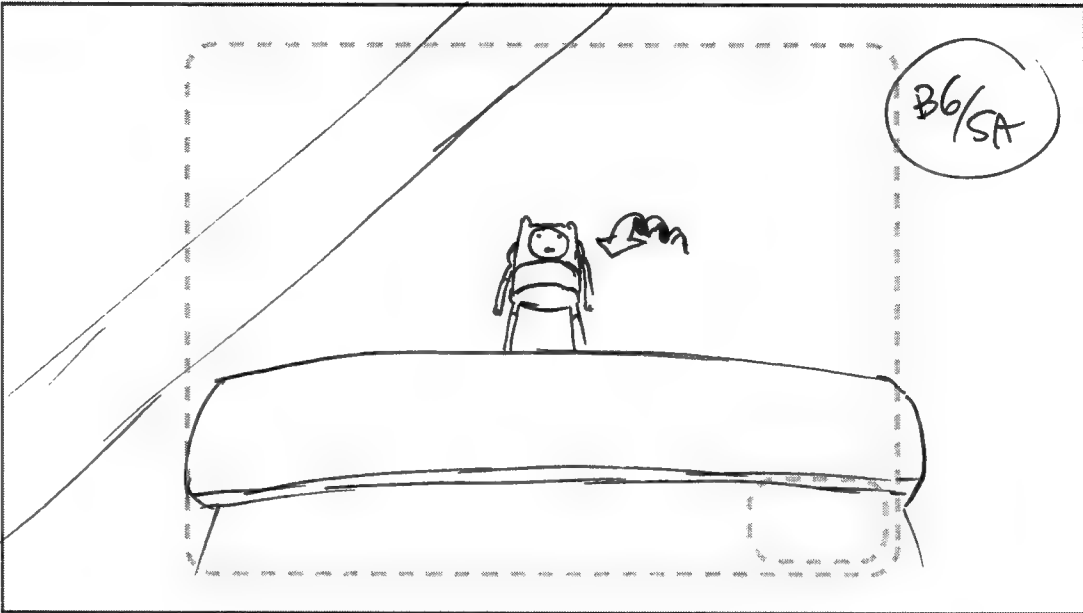
ADVENTURE TIME






Sc. 18 Pnl. A Bg. day night



Sc. 18 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	
	<p>-Finn, in awe, walks to edge of seat.</p>
	

EPISODE #

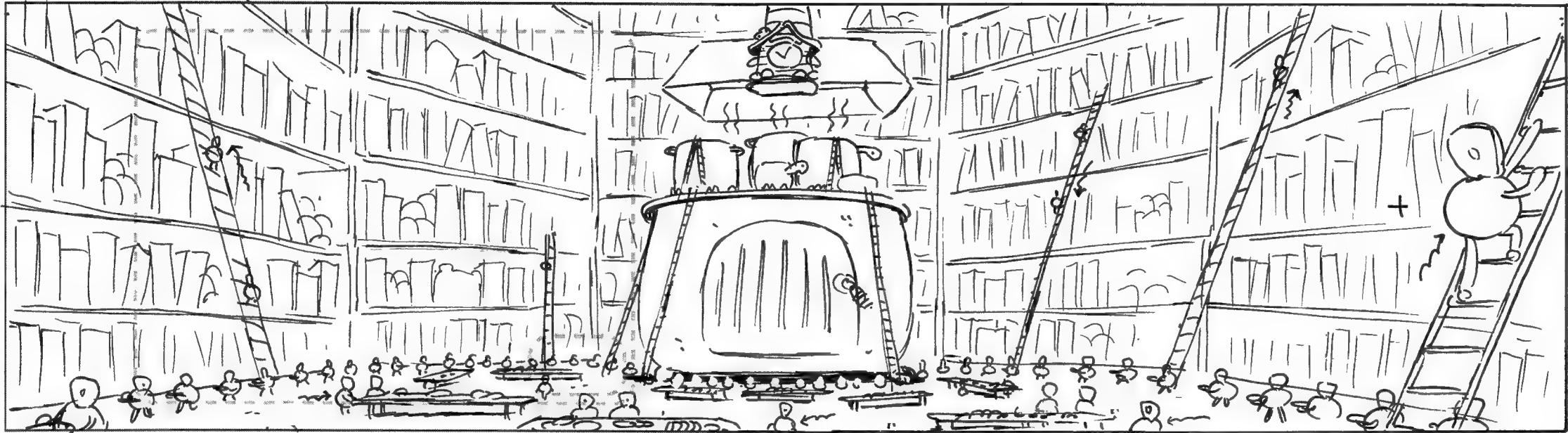
Production :

1025-193

# ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Dialog:	<p>← (ADJ) — START</p>	
Action:	<p>Full platter</p> <p>empty platter</p>	<p>⌚ CLOCK: 10:05</p>
Timing:	<ul style="list-style-type: none"><li>- Parade of food boys march to stove to pick up food</li><li>- food boys climb up &amp; down ladders</li><li>- FX heat shimmer flows into vent hood.</li></ul>	

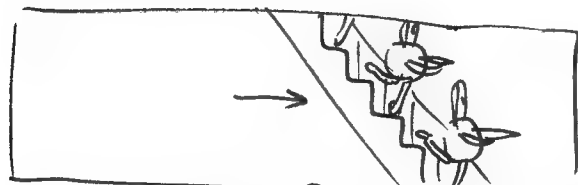
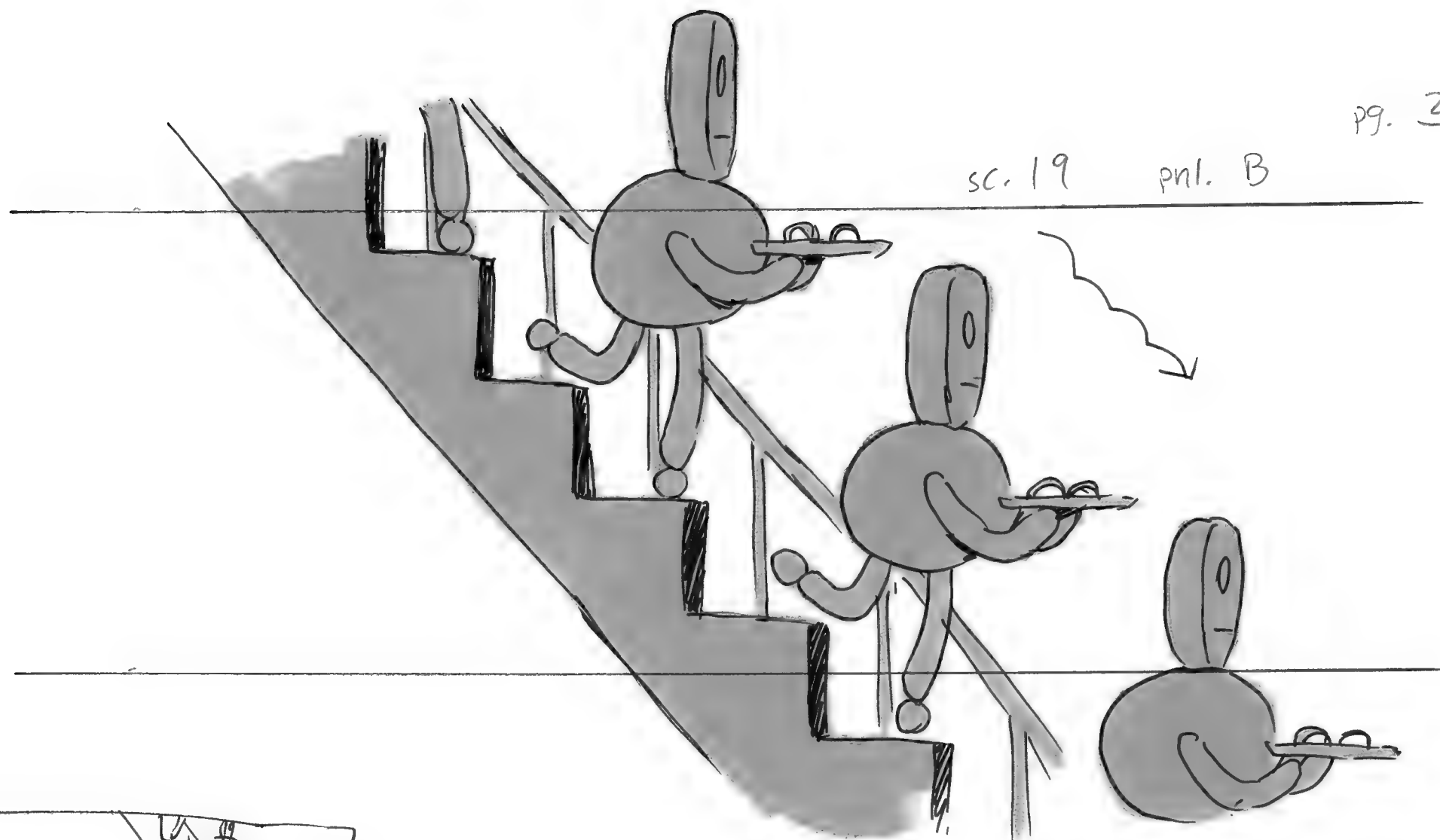
EPISODE #

Production :

1025-193

pg. 24

sc. 19 pnl. B



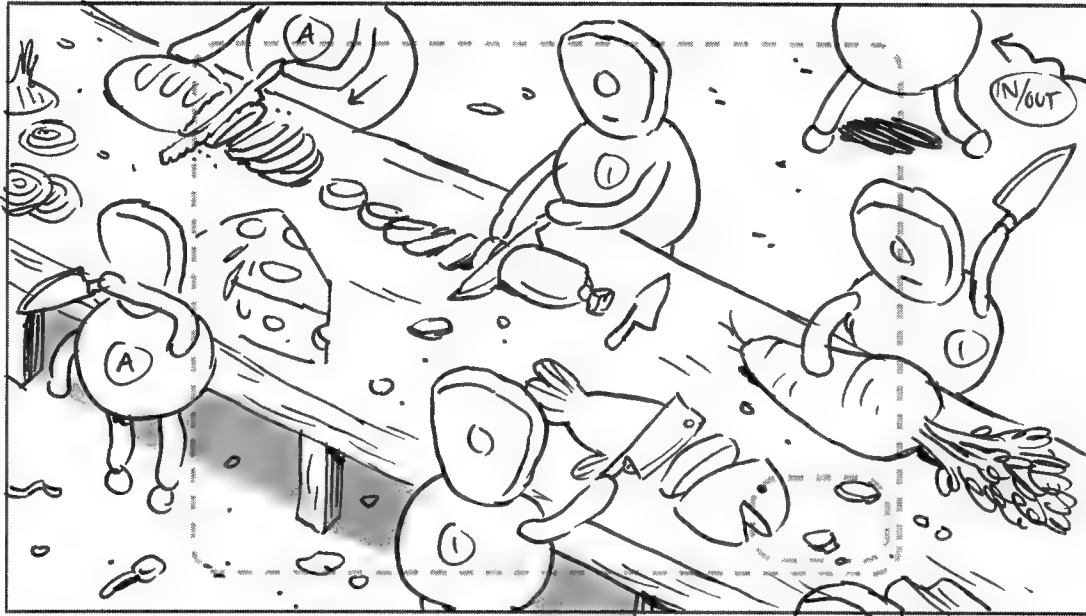
foreground element pans at approx. double bg. speed. Shouldn't obscure even for too long.

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

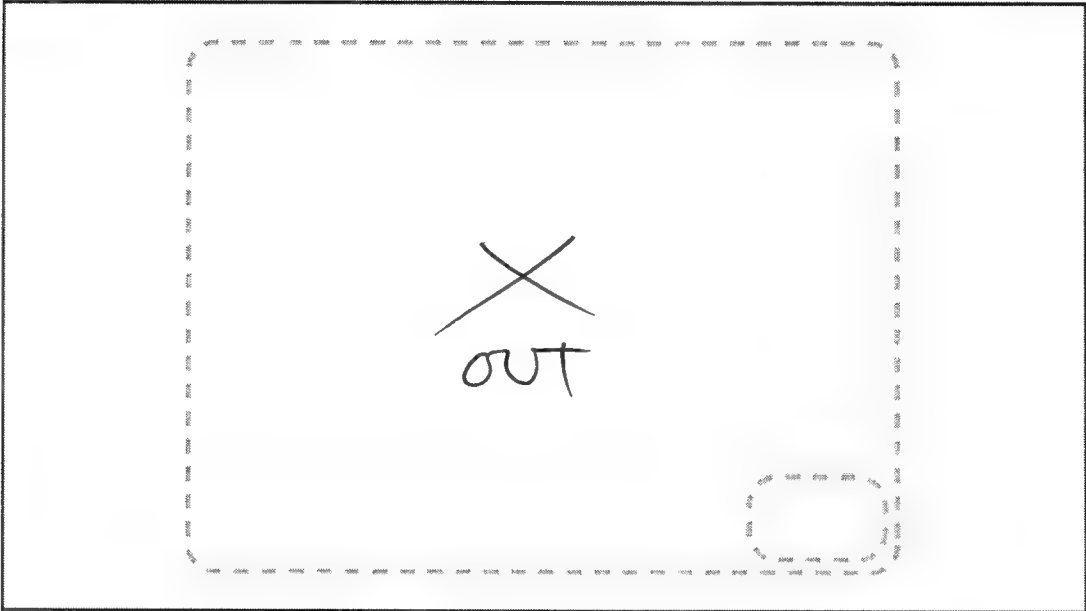
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

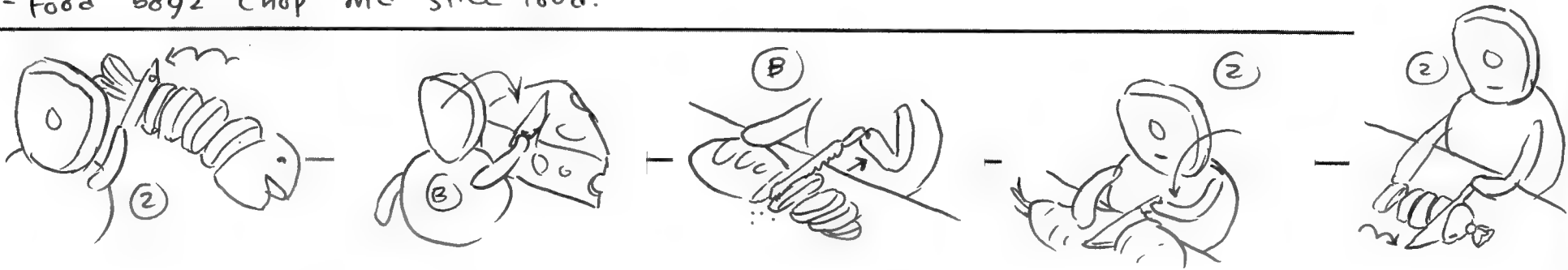


Dialog:

- Food boyz chop and slice food.

Action:

Timing:



EPISODE #

1025-193

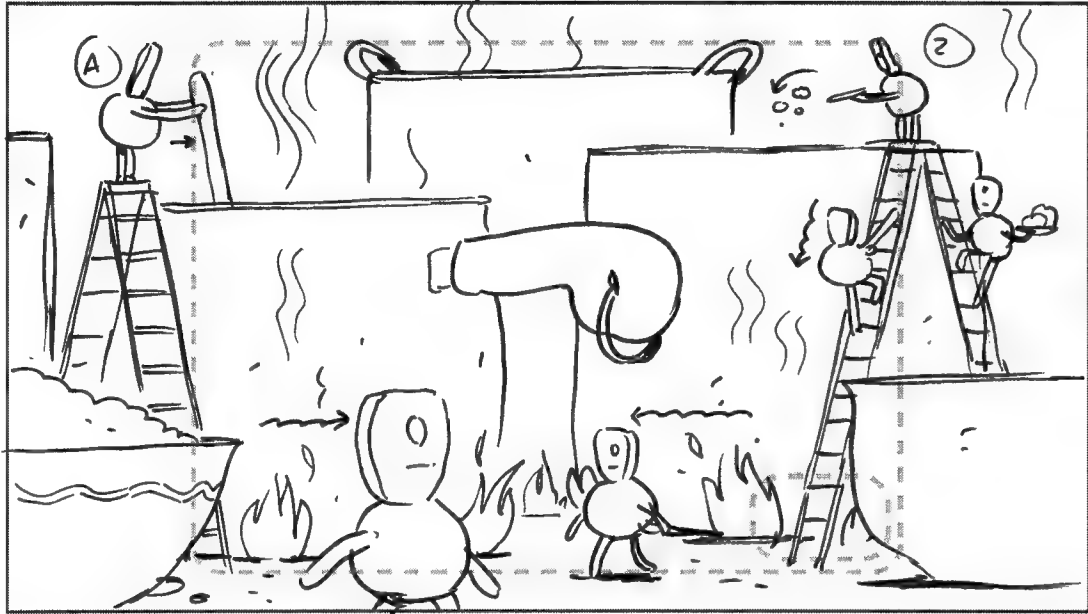
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

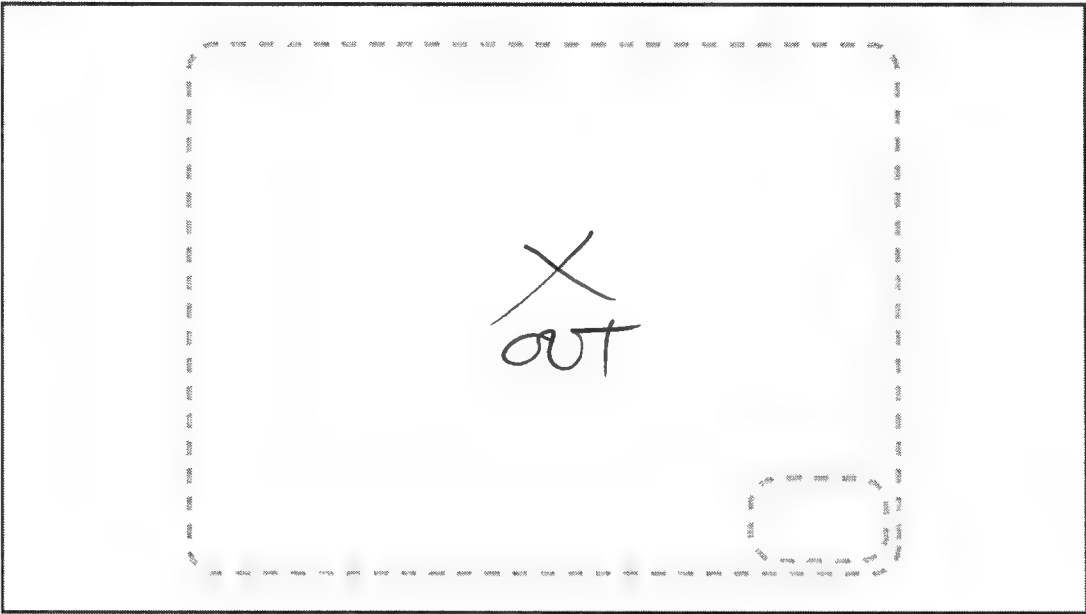
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



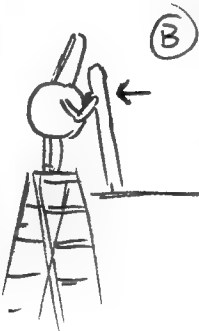
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



FX HEAT SHIMMER  
(not animated lines)

- Food boy stirs pot
- Food boy adds food to pot

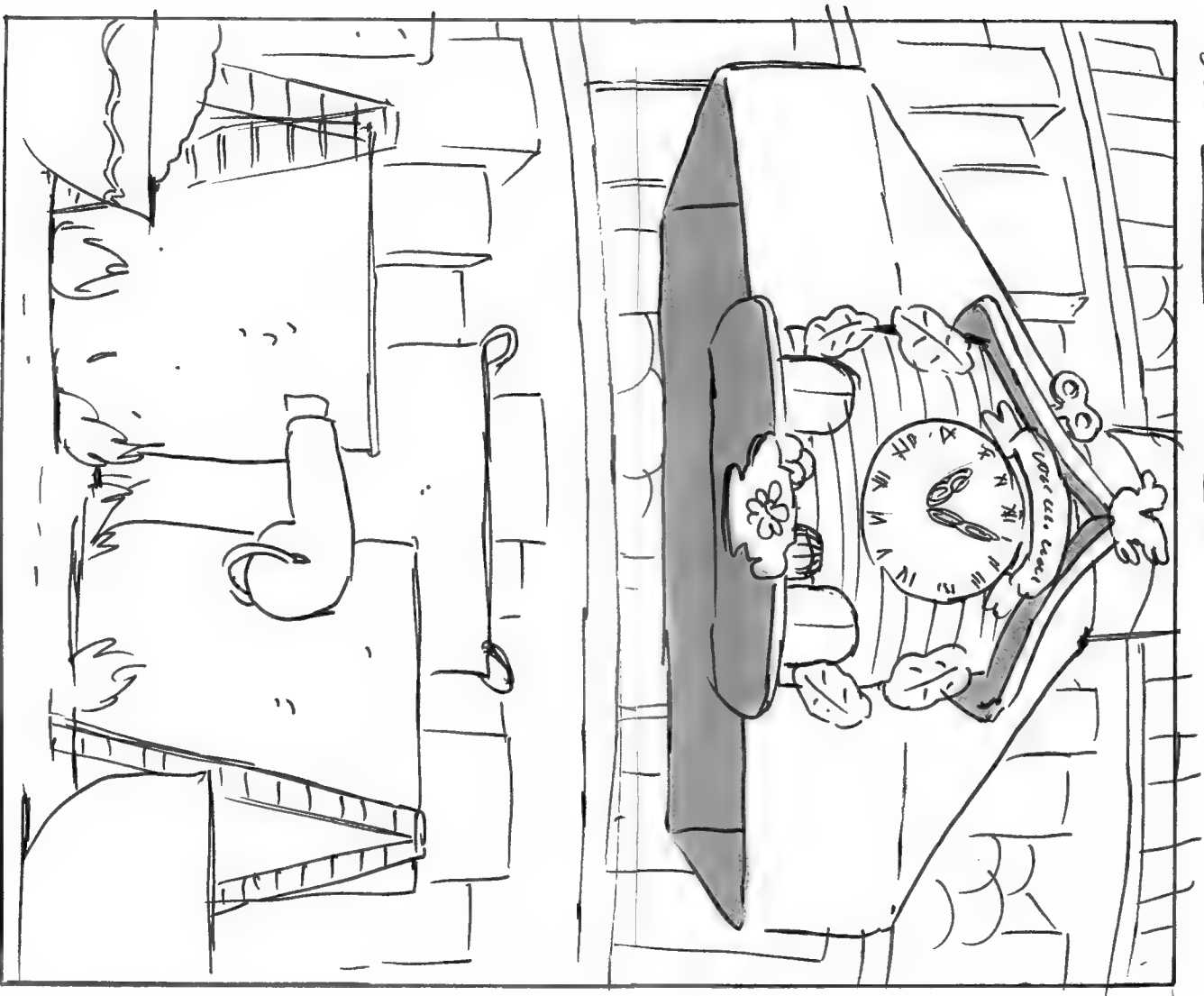
EPISODE #

Production :

1025-193



Sc. 21 Pnl. B



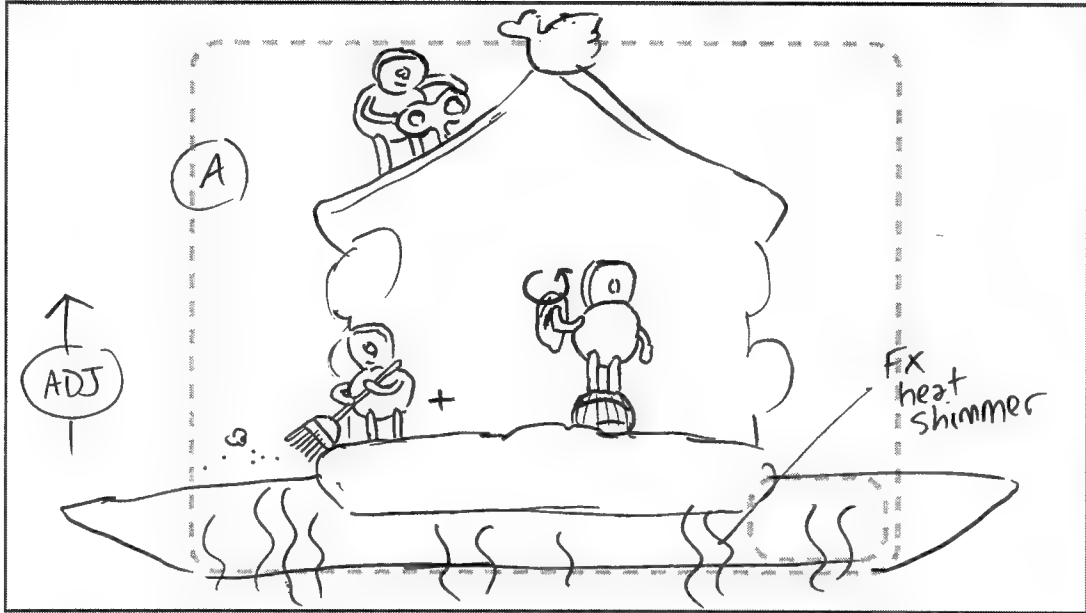
① Clock: 10:05

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

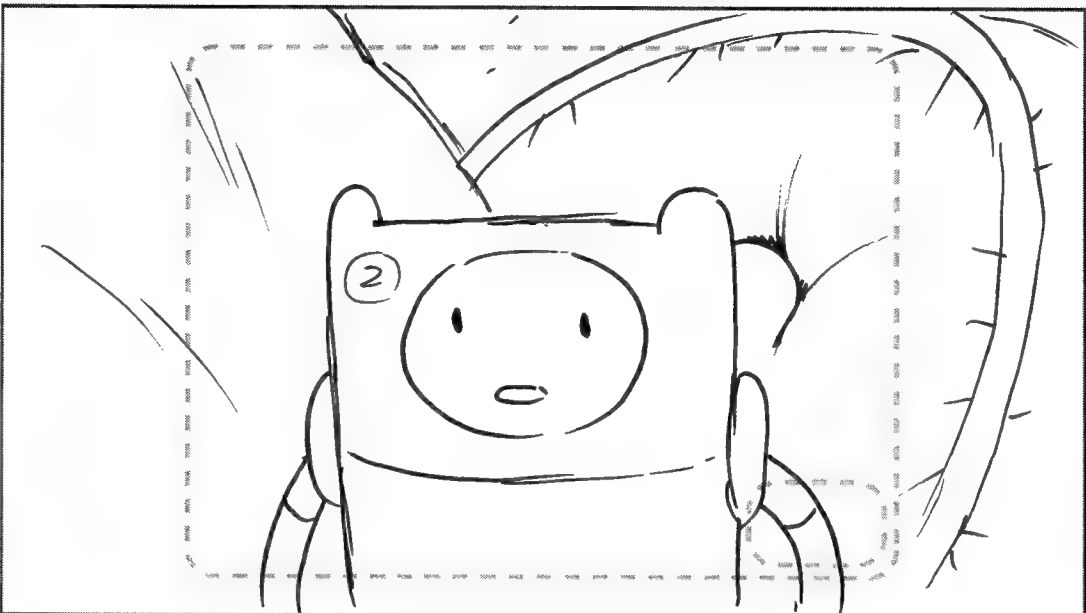
ADVENTURE TIME



Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

- Food boyz polish, sweep, wind clock.

F: ① What?  
② Man, where's this supposed to be?

Action:

Timing:

EPISODE #

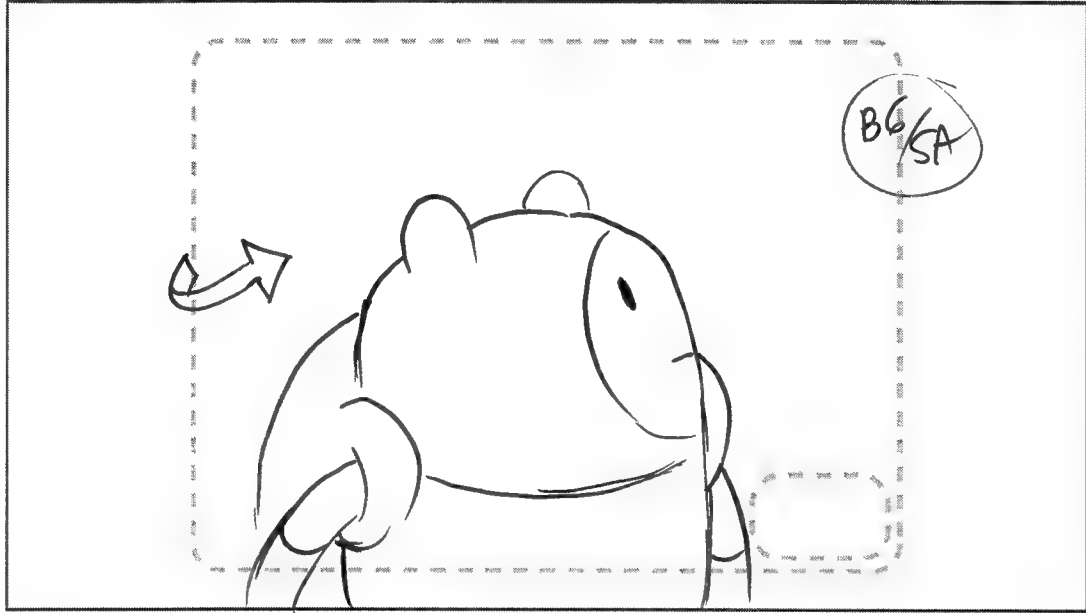
Production :

1025-193

ADVENTURE TIME



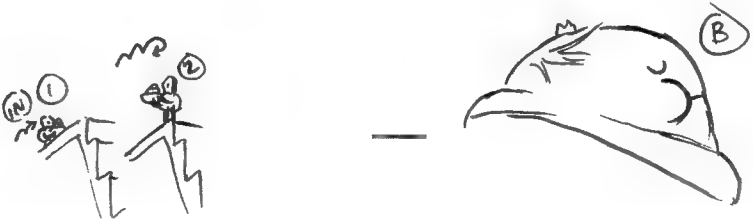
Sc. 22 Pnl. Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	<p>(KING HUGE) OS. *chomp! chew chew* *chomp! chew chew*</p>	<p>(KH) → *chomp, chew chew* *chomp, chew chew*</p>
Action:		
Timing:	<p>- Finn hears chewing and turns toward King Huge.</p>	<p>- Food boyz toss food into KH's mouth, then descend stairs with empty trays.</p>



EPISODE #

1025-193

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

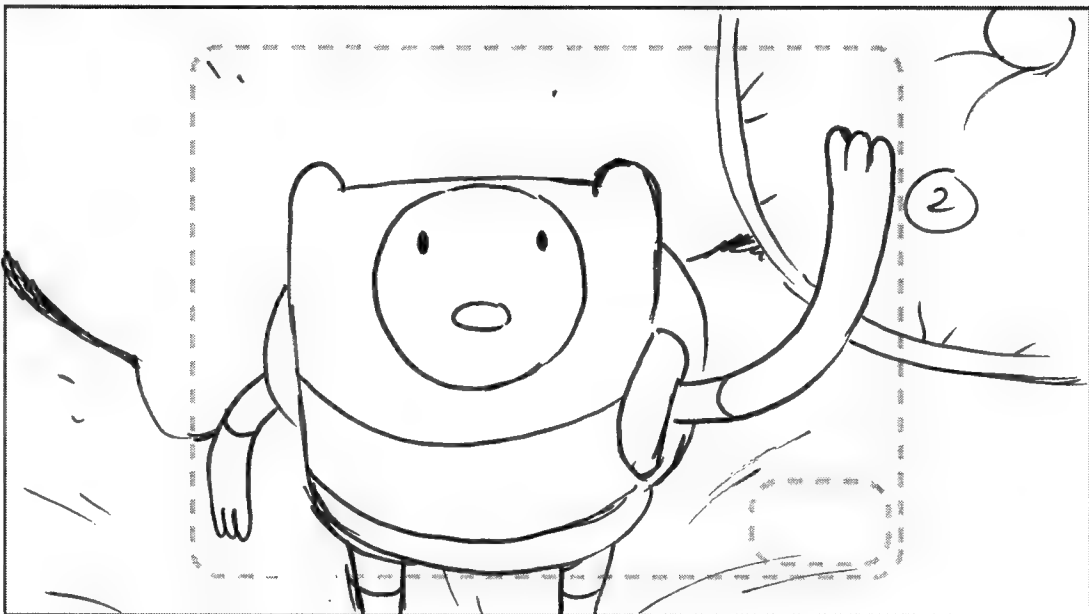
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night

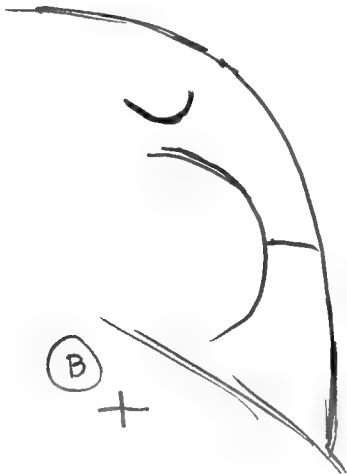


Dialog: (KH): \* Chomp, chew chew \*

(F): Excuse me? Sir?

Action: \_\_\_\_\_

Timing: \_\_\_\_\_



Production :

EPISODE #

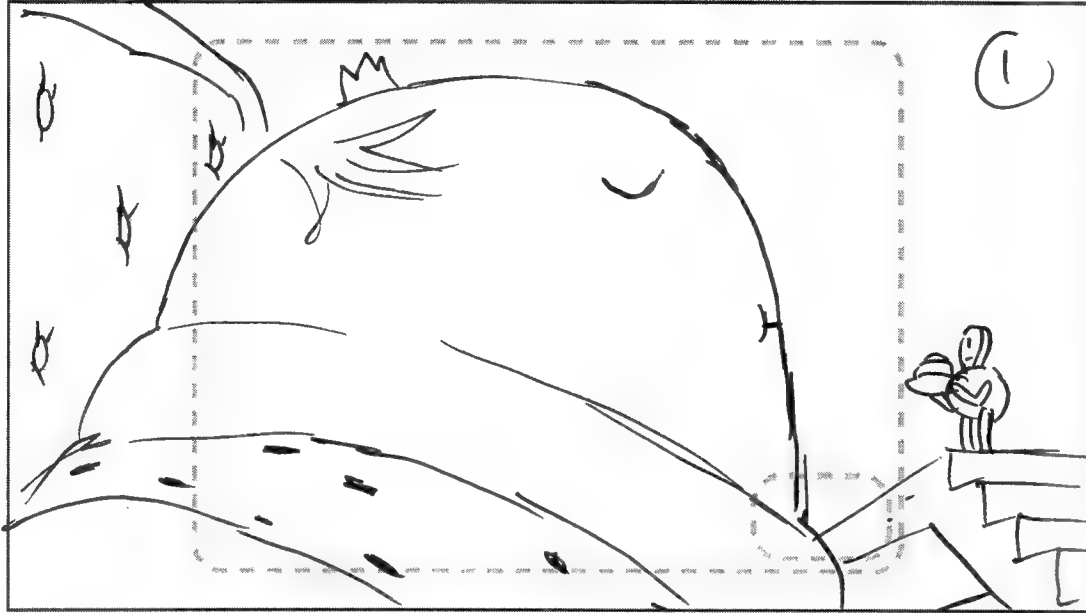
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

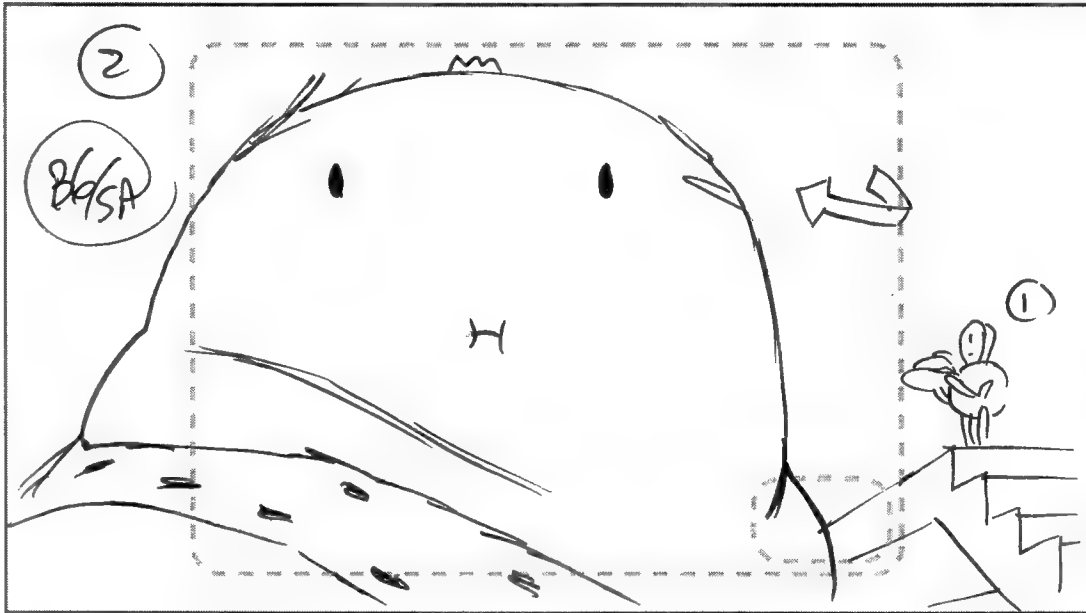
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



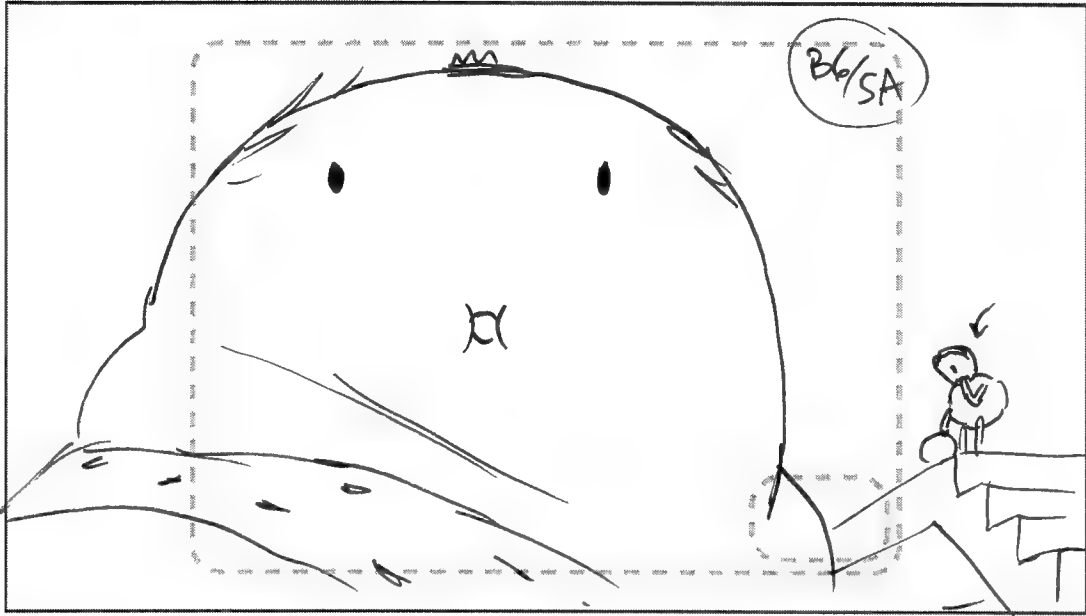
Dialog:	<p>(KH): mm?</p> <ul style="list-style-type: none"><li>- King Huge turns and speaks, then Foodboy throws food.</li><li>- Food bounces off KH.</li></ul>	
Action:		
Timing:		

EPISODE # 1025-193  
Production :

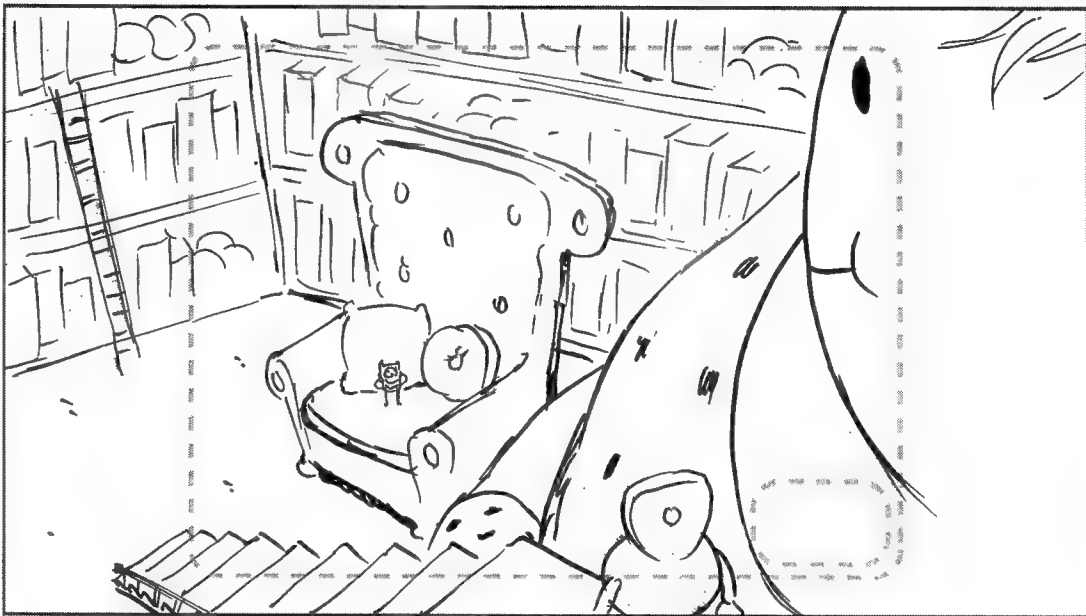
ADVENTURE TIME



Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog: (KH:) Oh, you're awake! Oh that's wonderful!

(FINN:) ① Oh... thanks...  
② Hey, Where am I anyway?

Action: -Food boy tracks fallen food.

Timing:

②

① ②

EPISODE #

Production :

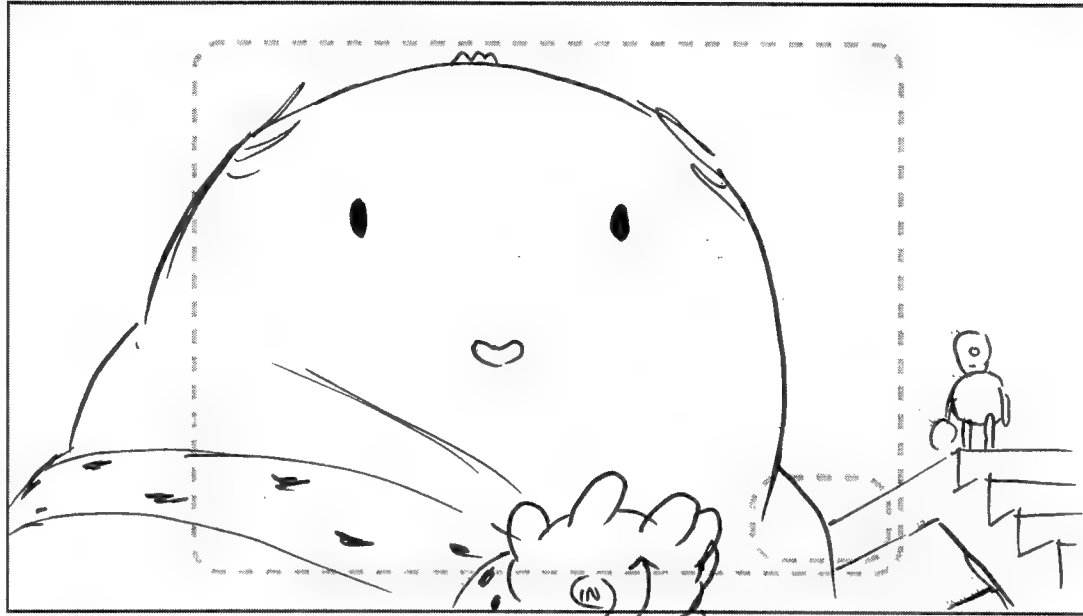
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

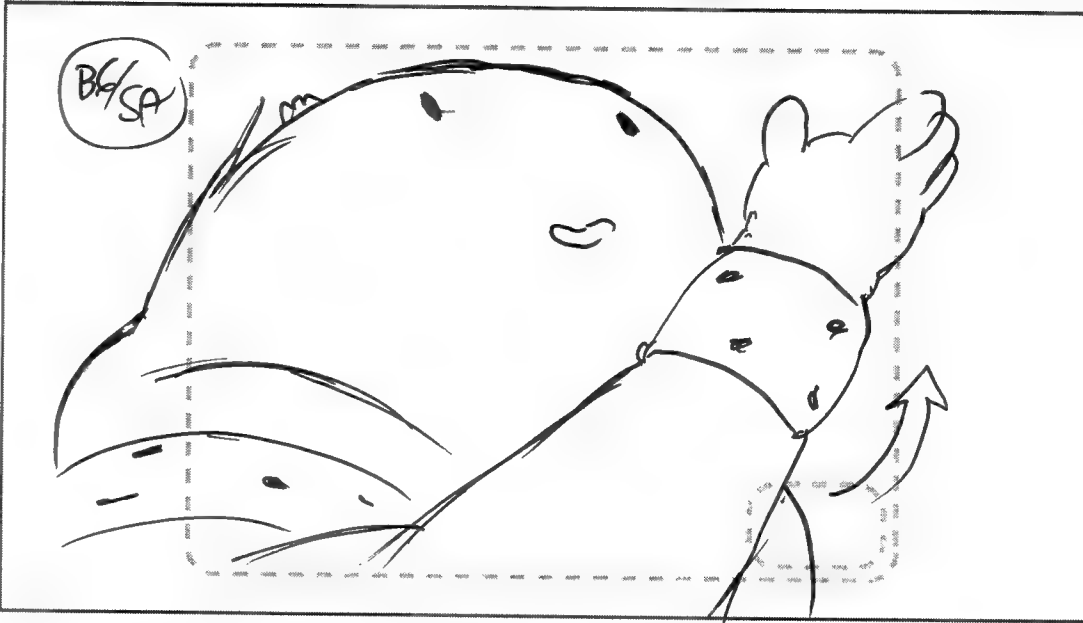
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:	(KH:) Why, this is the famed Kingdom of Hugs, of course.	(KH:) You fell in through that crack in my ceiling, →
Action:		
Timing:		

EPISODE #

Production :

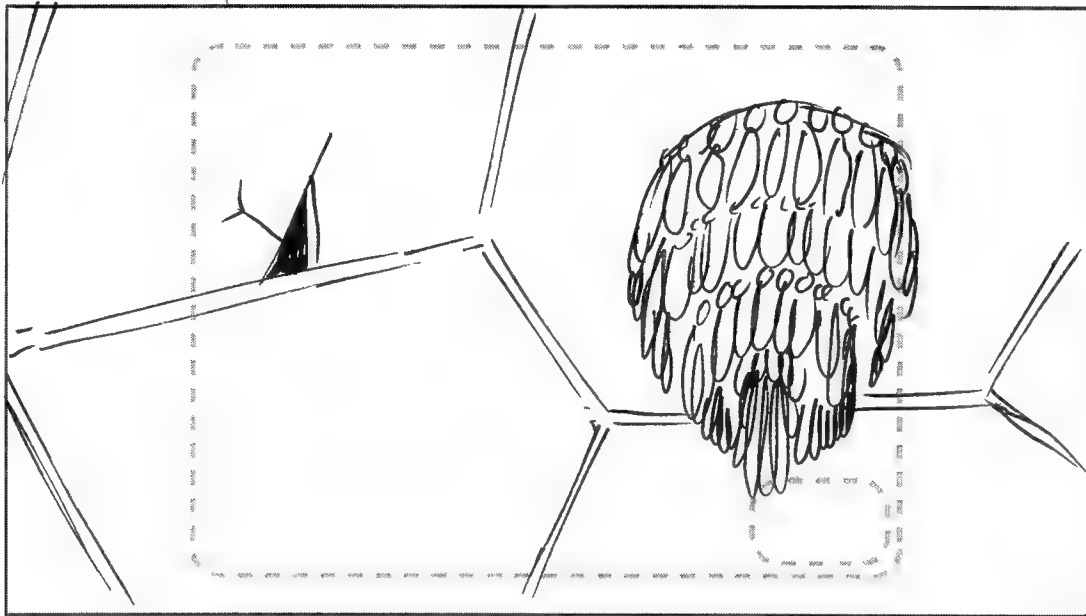
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

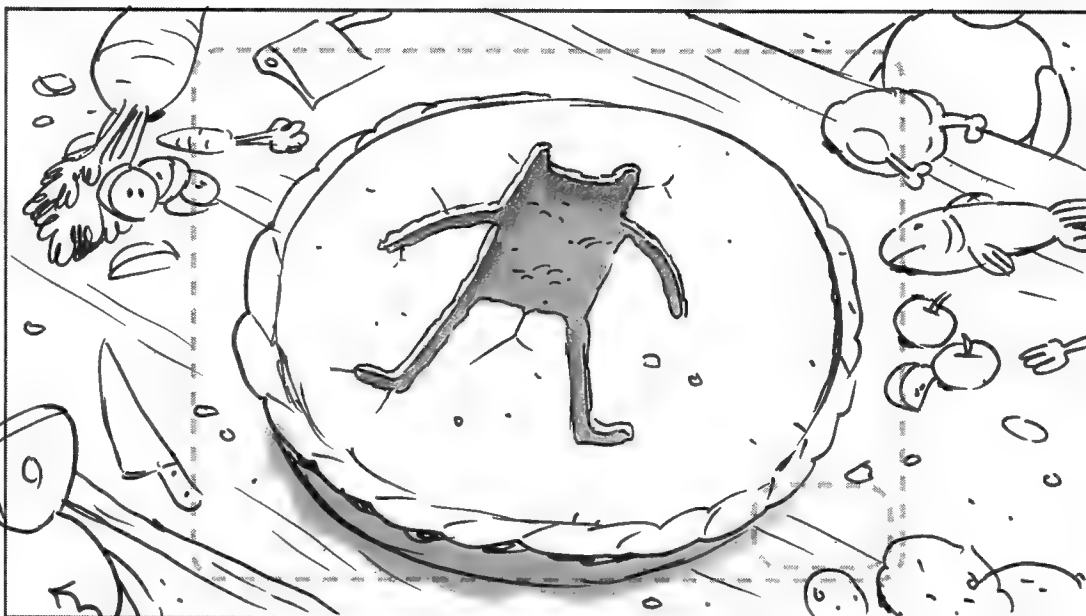
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night

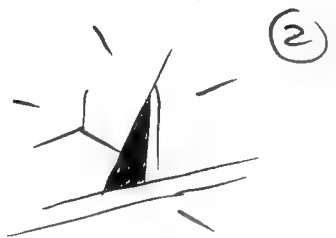


Dialog: - BEAT -

(KH) (OS) → and landed in a normal-sized pie.

Action:

Timing:



EPISODE #

Production :

1025-193

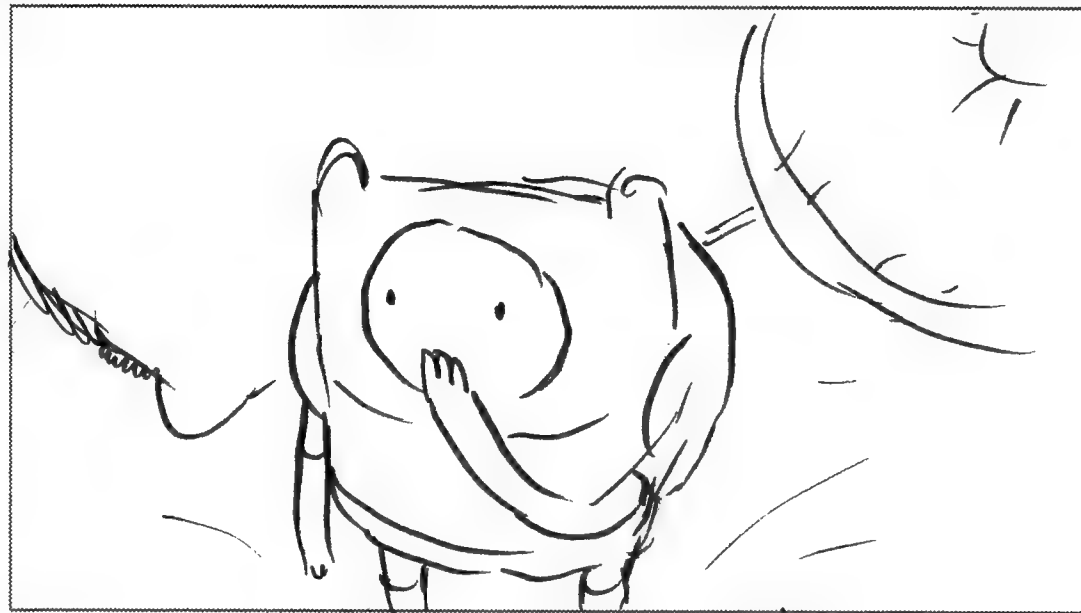


# ADVENTURE TIME

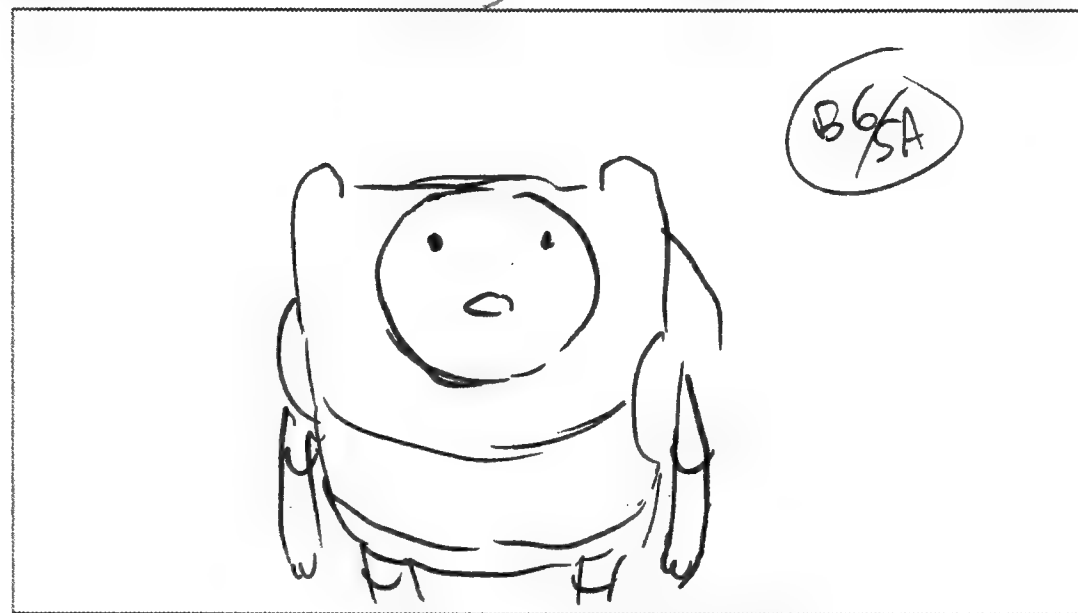


Page 35

Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:

☹️ (Best) ... mm-hmm,  
well -

Action:

Timing:

☹️ My friend up top  
is probs pretty  
worried about me so  
I'd best get going.

EPISODE #

Production :

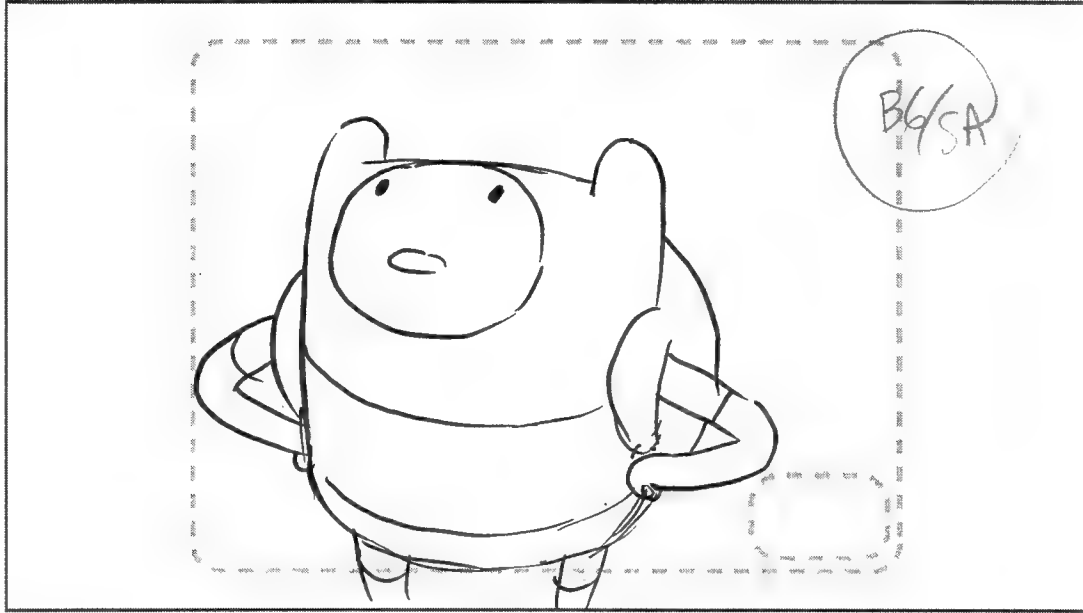
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Digitized or used in any manner except for production purposes, and may not be sold or transferred.

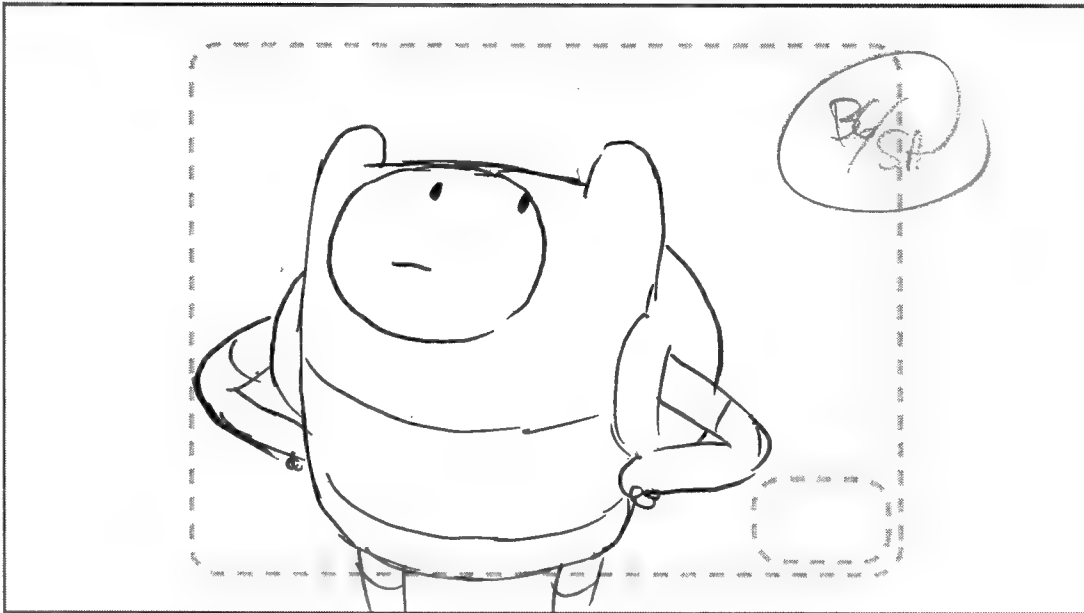
ADVENTURE TIME



Sc. 31 Pnl. C Bg. day night



Sc. 31 Pnl. D Bg. day night



Dialog:	(F:) Can you gimme a boost back up to that crack or whatever?	(KH)(OS:) Oh - no no no, →
Action:		
Timing:		

Production :

EPISODE #

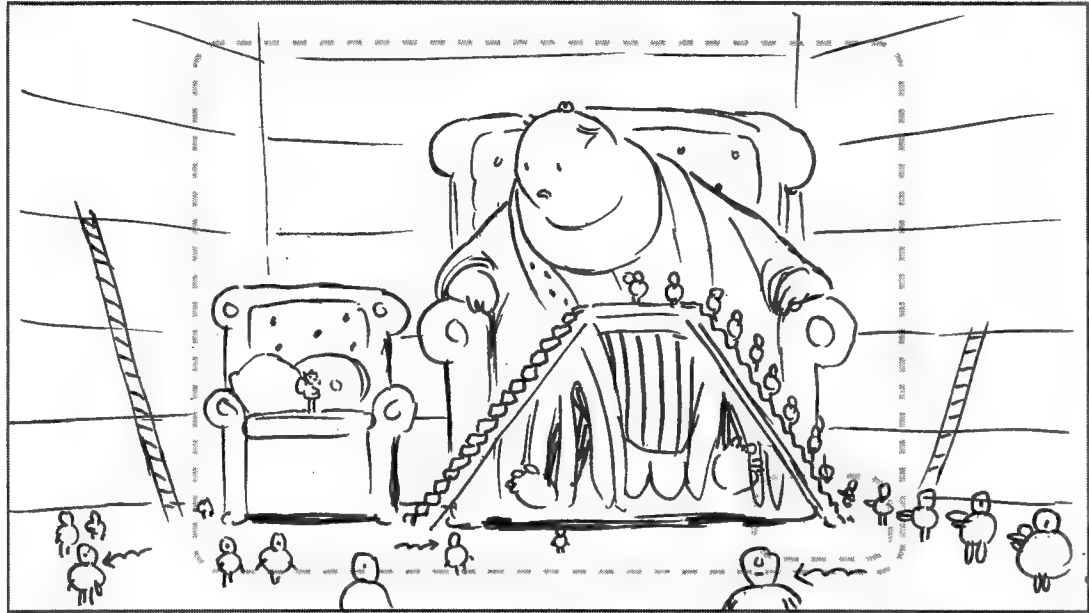
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

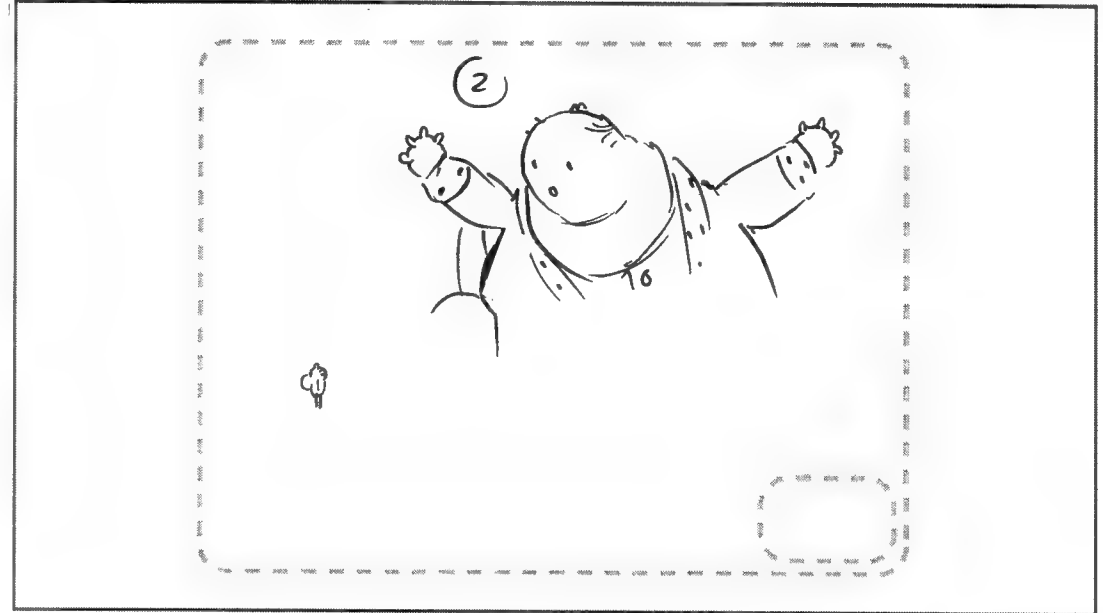
ADVENTURE TIME




Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:	(KH): Don't be silly child -	(KH) → ① Your friend must be on his way to find you right now, ② Think about it : →
Action:		
Timing:		

EPISODE #

Production :

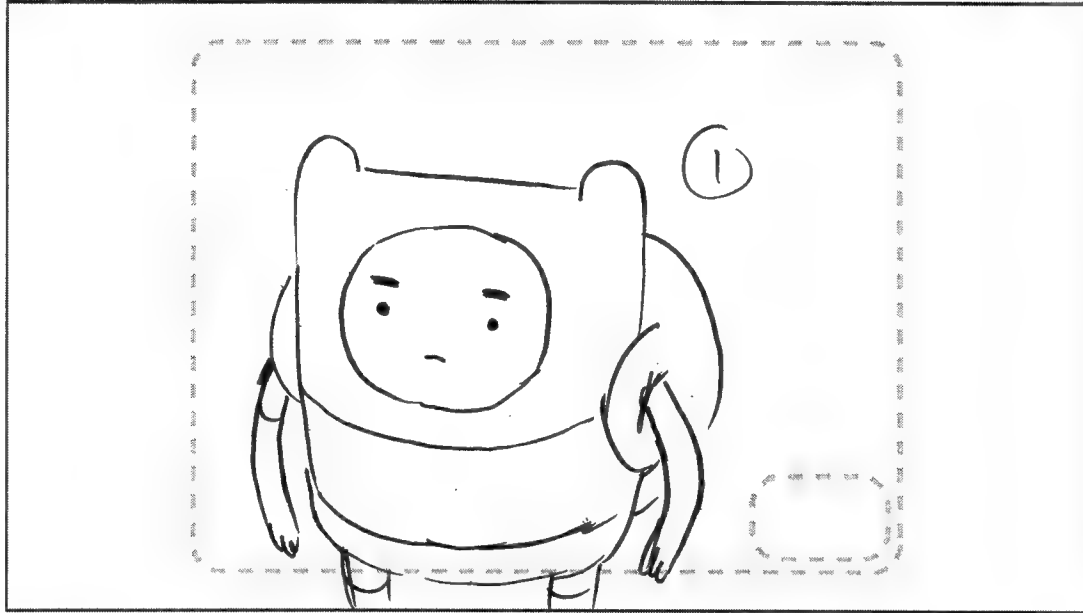
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

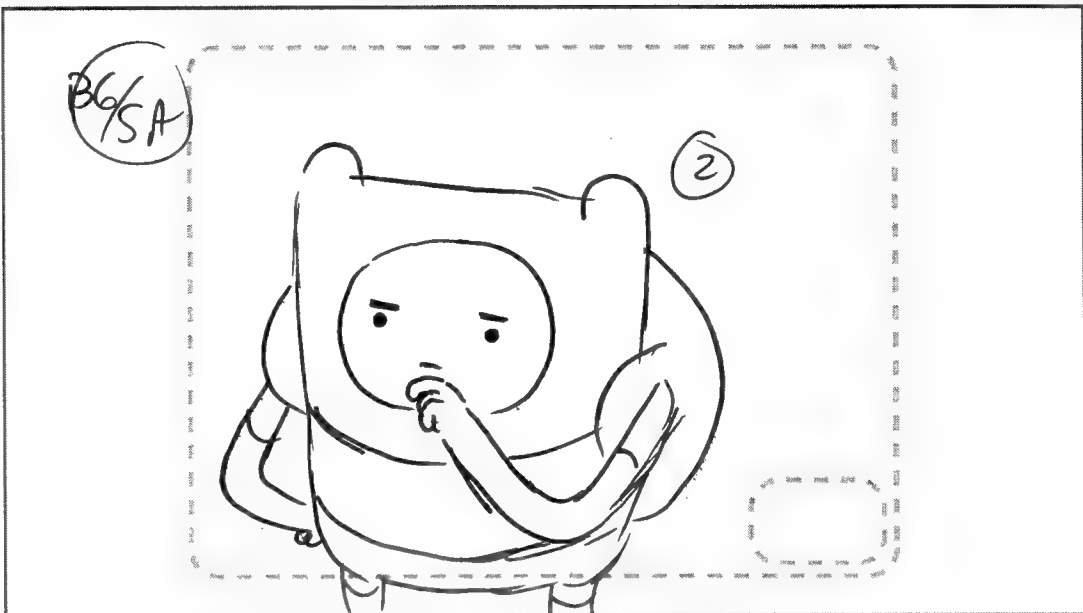
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:	(KH) OS: You should wait for him here or you could miss each other.
Action:	
Timing:	

EPISODE #

Production :

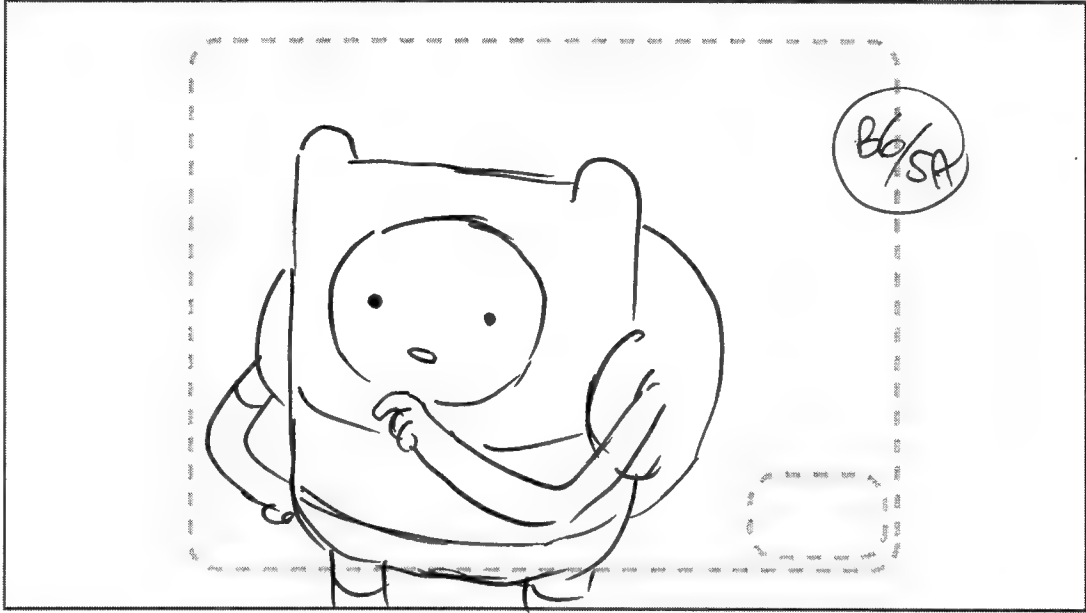
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

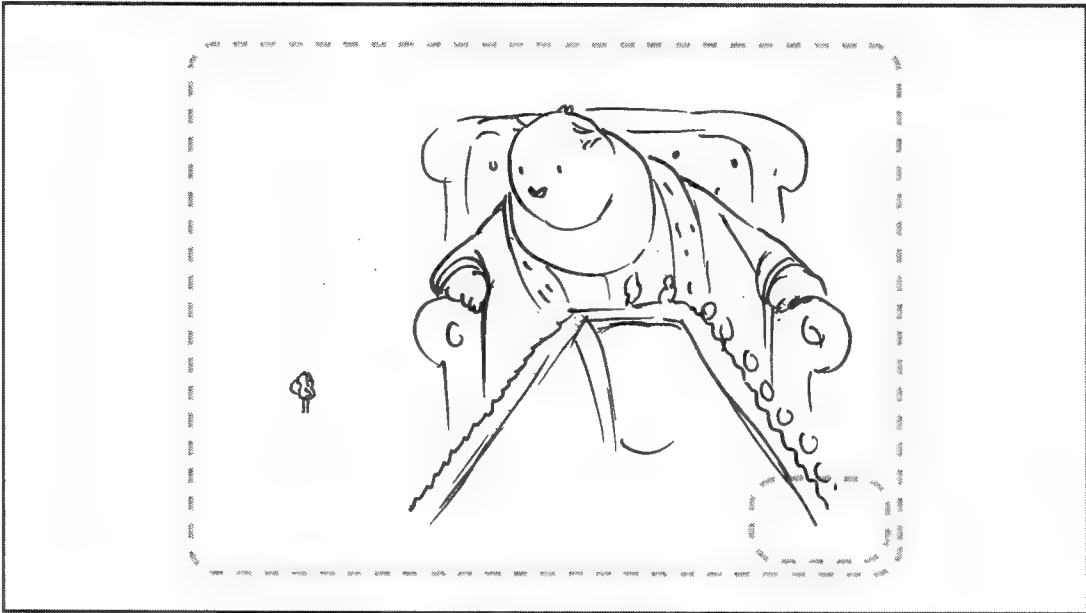
ADVENTURE TIME



Sc. 33 Pnl. C Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	(F:) I guess that does make sense.	(KH:) Of course! Besides, you're just in time to witness →
Action:		
Timing:		

EPISODE #

Production :

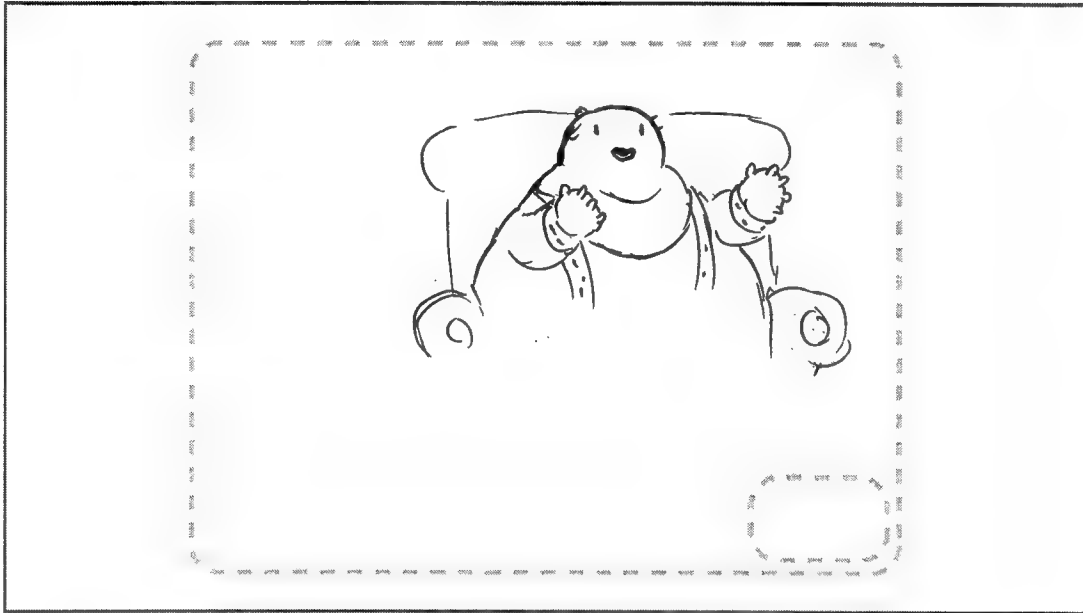
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

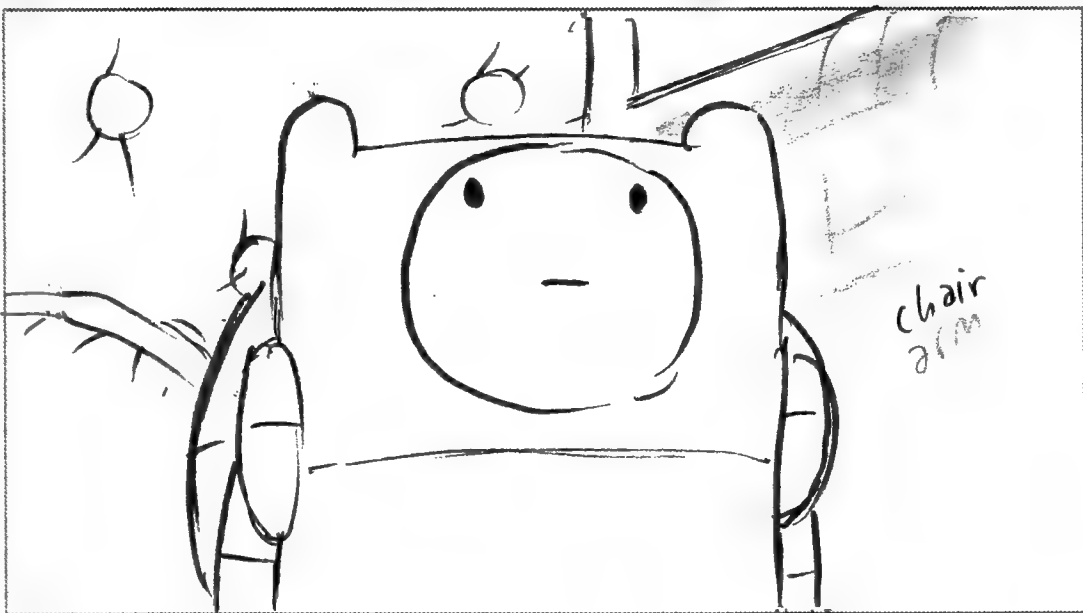
ADVENTURE TIME



Sc. 34 Pnl. B Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog: (KH) → the chiming of my wondrous clock! →

(KH)(OS) it's set to do its chiming →

Action:

Timing:

EPISODE #

Production :

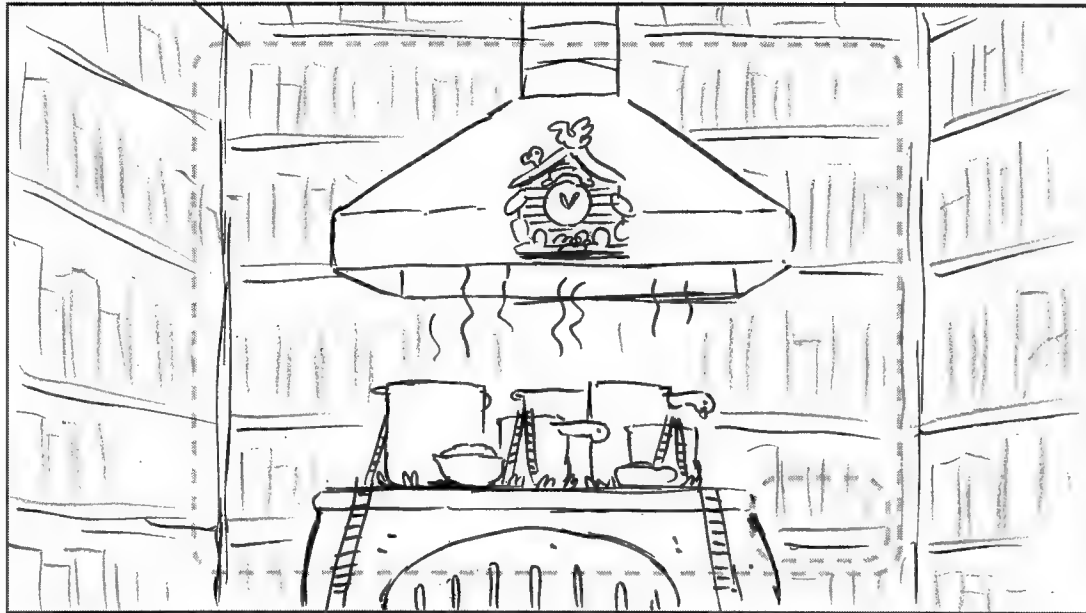
1025-193

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adaptation or use in any manner, except for production purposes, and may not be sold or transferred.

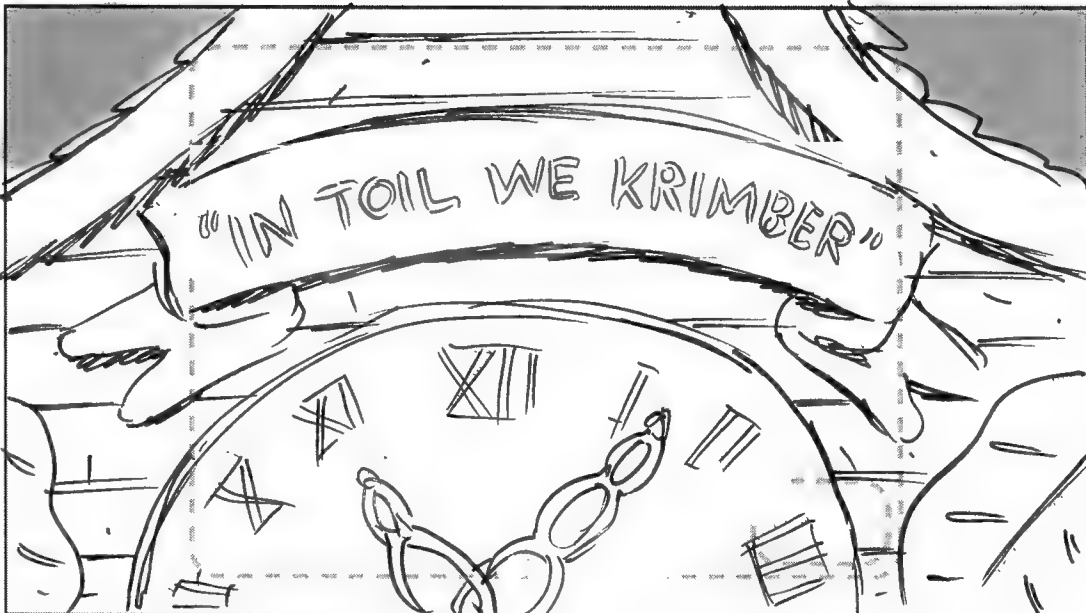
ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:	(KH) (OS) → in merely an hour's time!	(KH) (OS) You've never seen anything like it!
Action:	Ⓢ Clock: 10:07 - SFX Heat shimmer	Ⓢ Clock: 10:07
Timing:		

EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

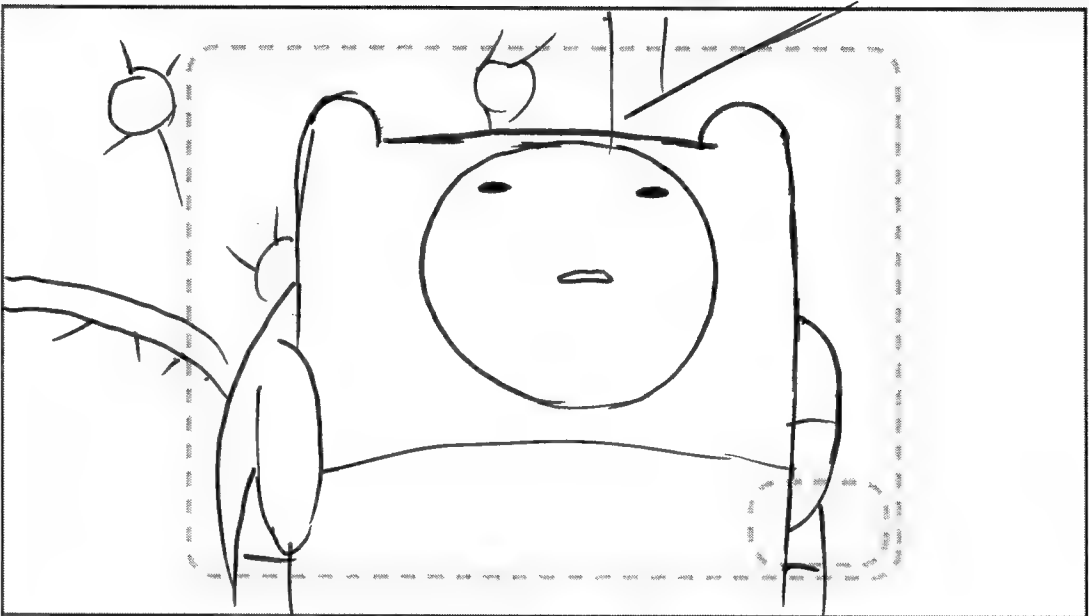
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:	- BEAT -	(F:) (to self:) ...Krimber?...
Action:		
Timing:		

EPISODE #

Production :

1025-193

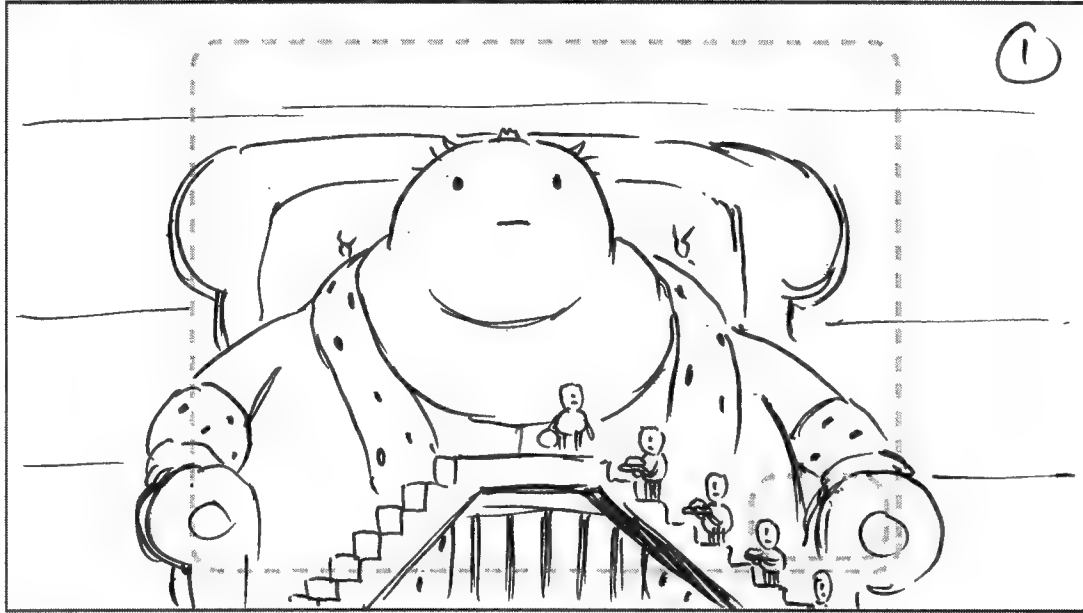


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

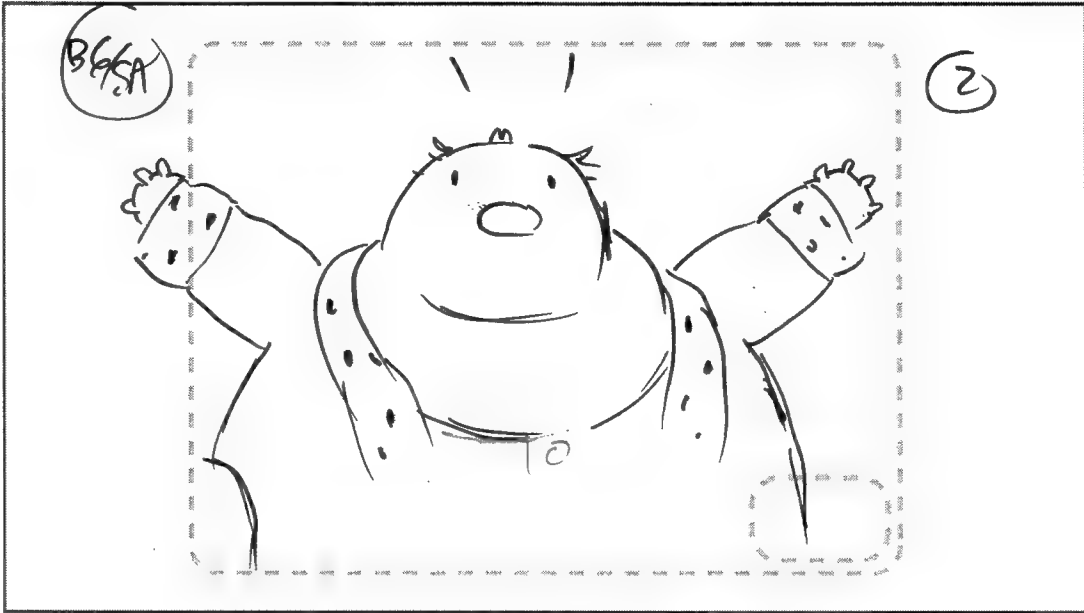
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:	(KH:) Come! Food Boyz! →
Action:	
Timing:	

EPISODE #

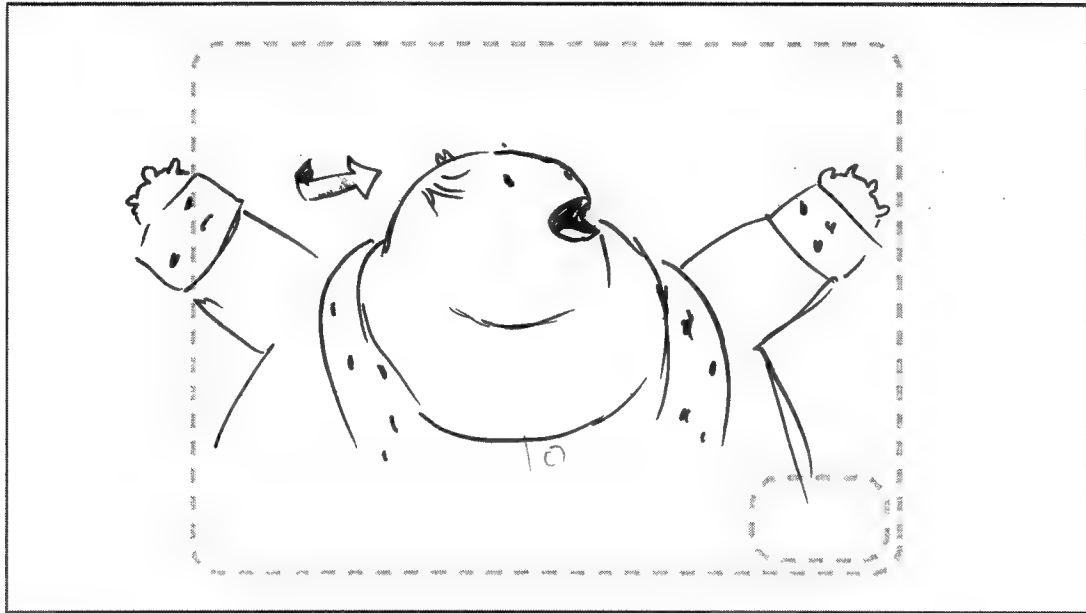
Production :

1025-193

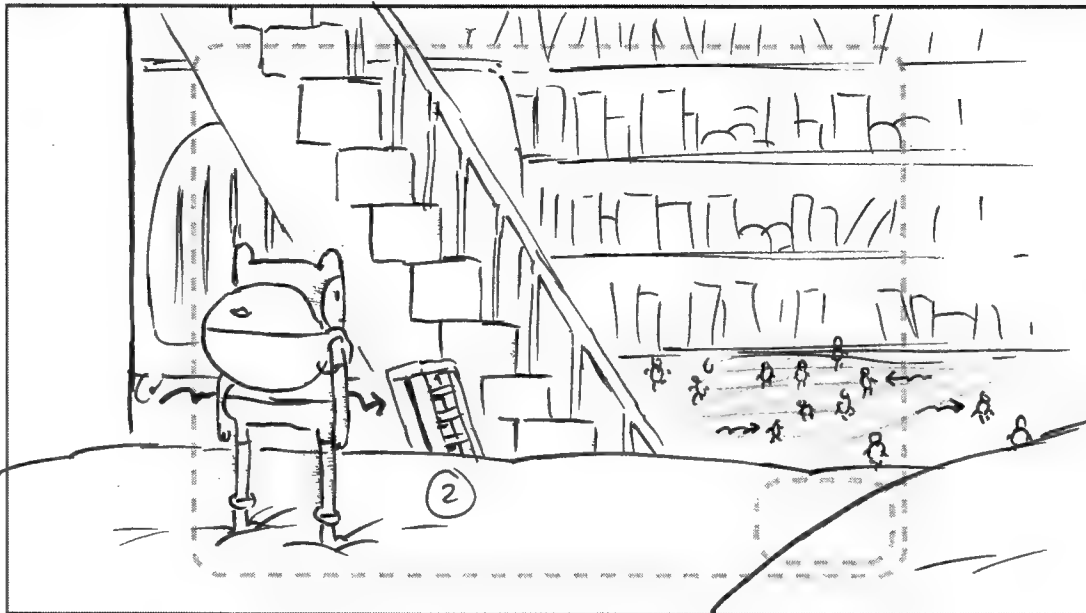
ADVENTURE TIME




Sc. 40 Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	(KH): Shower our guest with the Kindresses of Huge!
Action:	
Timing:	
	
	- Food boyz carry folded stepladder into shot.

EPISODE #

Production :

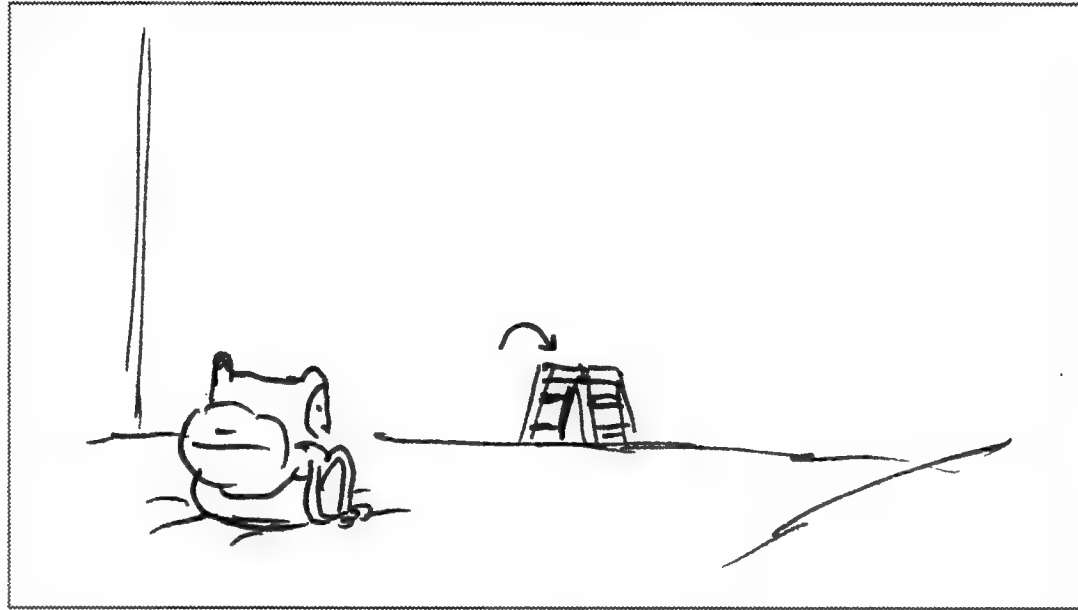
1025-193

# ADVENTURE TIME

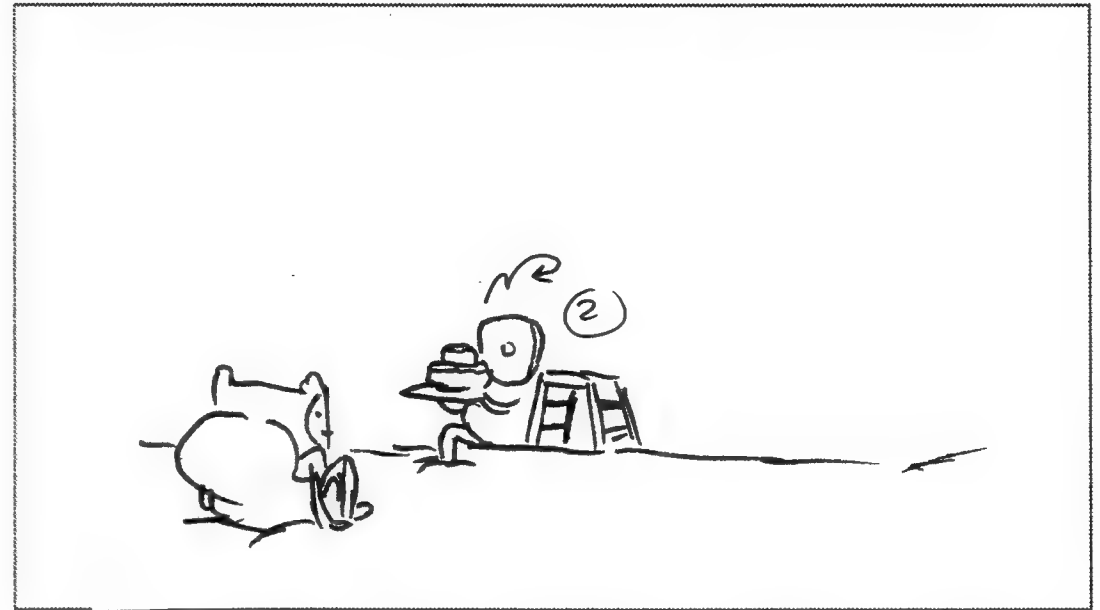


Page 45

Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



Dialog:

(KH) → and we will  
await the clock's  
chiming in style  
and comfort!

Action:

Timing:

- food boyz unfold and set down  
step ladder.

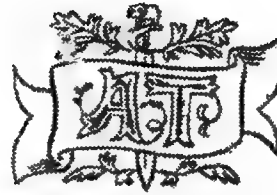


EPISODE #

Production :

1025-193

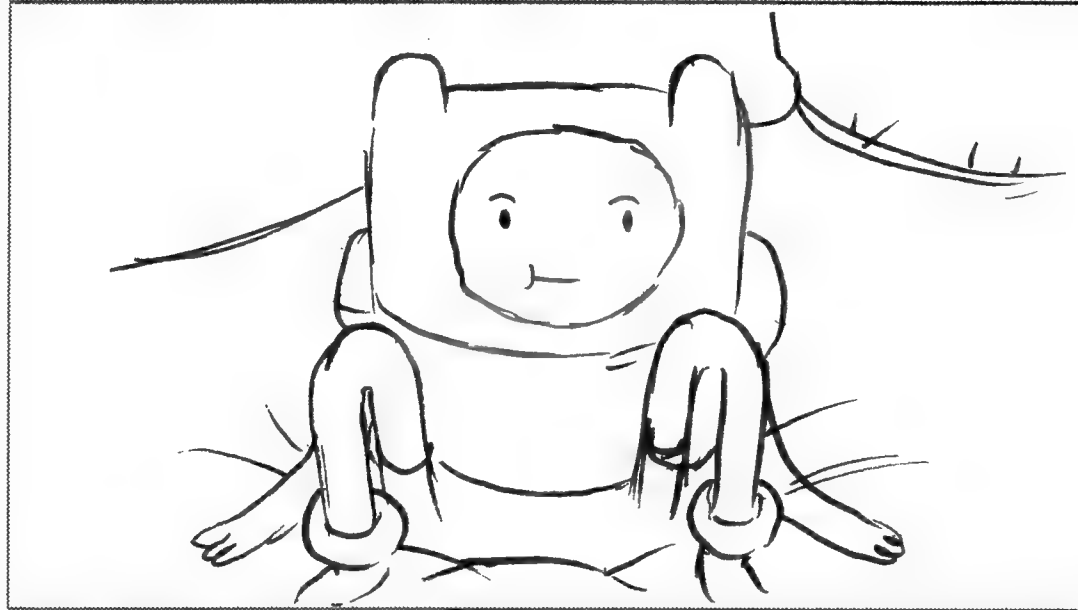
# ADVENTURE TIME



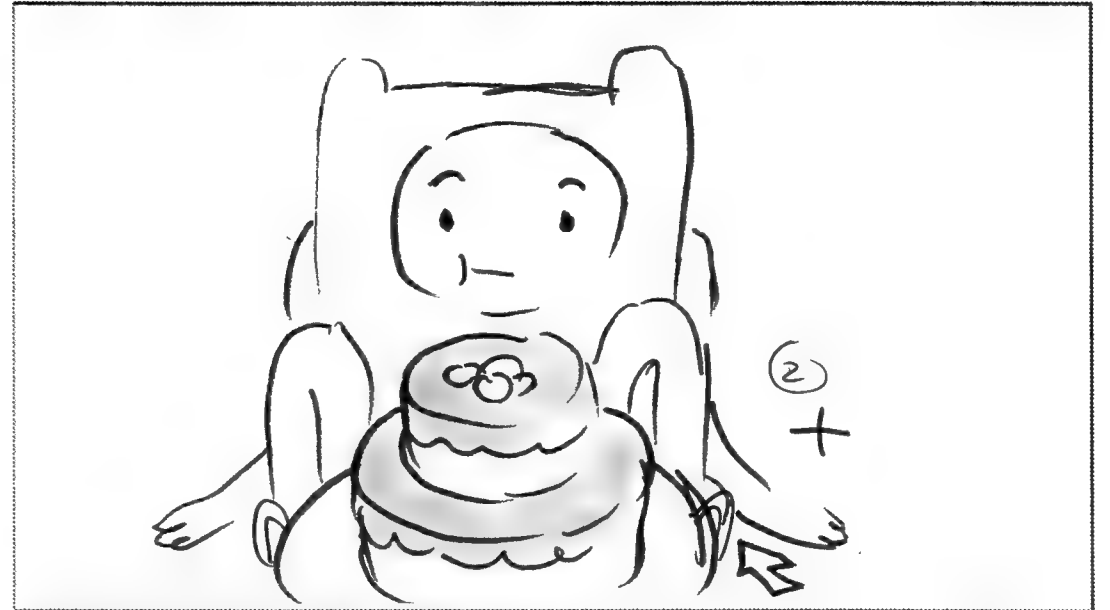
46

Page \_\_\_\_\_

Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:

(KH) Dig in child -  
~~there's~~ there's  
 always more  
 to come!

Action:

- Food Boy presents cake to finn
- eyebrows raise slightly
- eyes track cake

Timing:



1025-193

EPISODE #

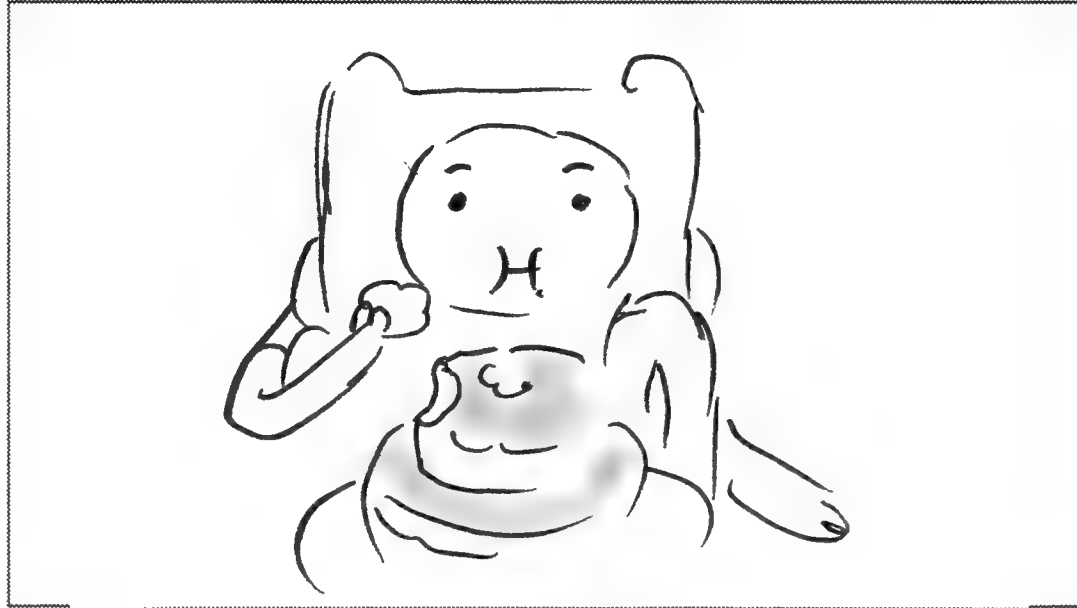
Production :

# ADVENTURE TIME

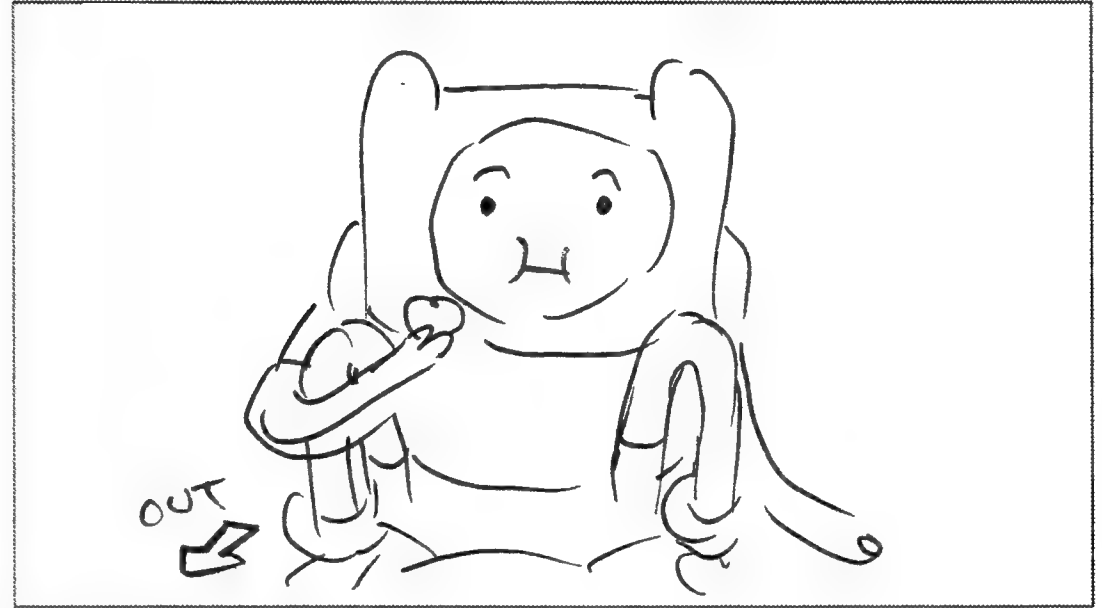


Page 47

Sc. 42 Pnl. C Bg. day night

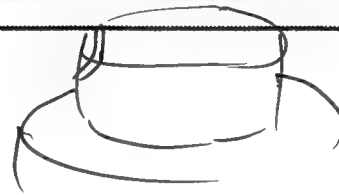


Sc. 42 Pnl. D Bg. day night



Dialog:

(F:) \*chew chew\*



(F:) mm  
(surprised)

Action:

- Finn takes a bite from a handful of cake.

Timing:

EPISODE #

1025-193

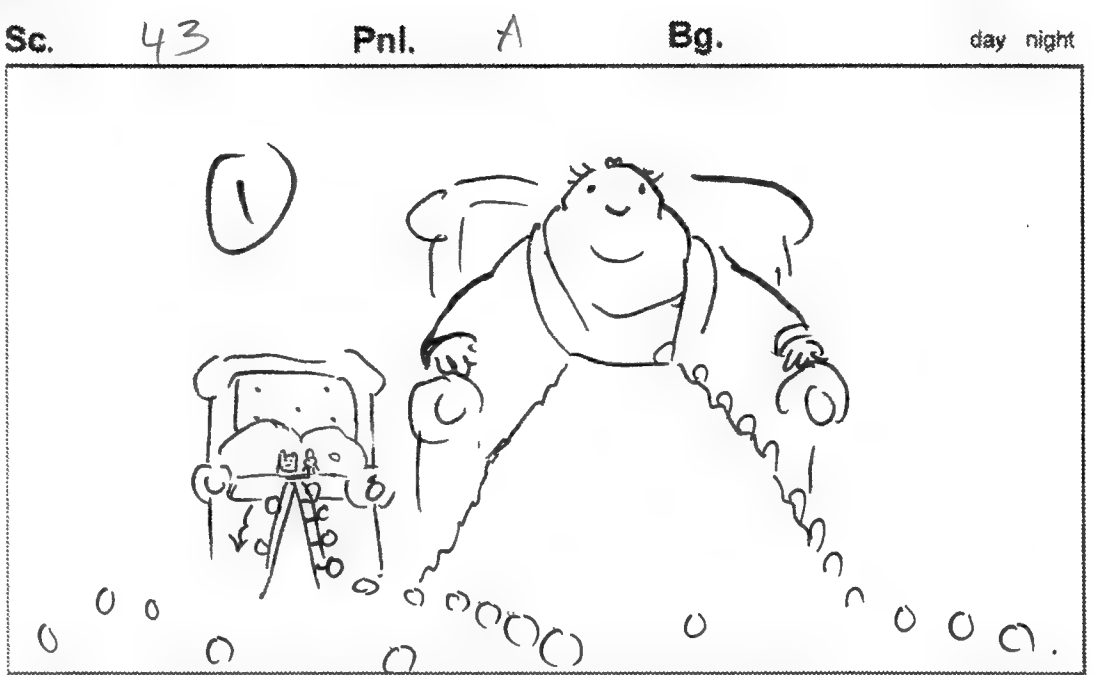
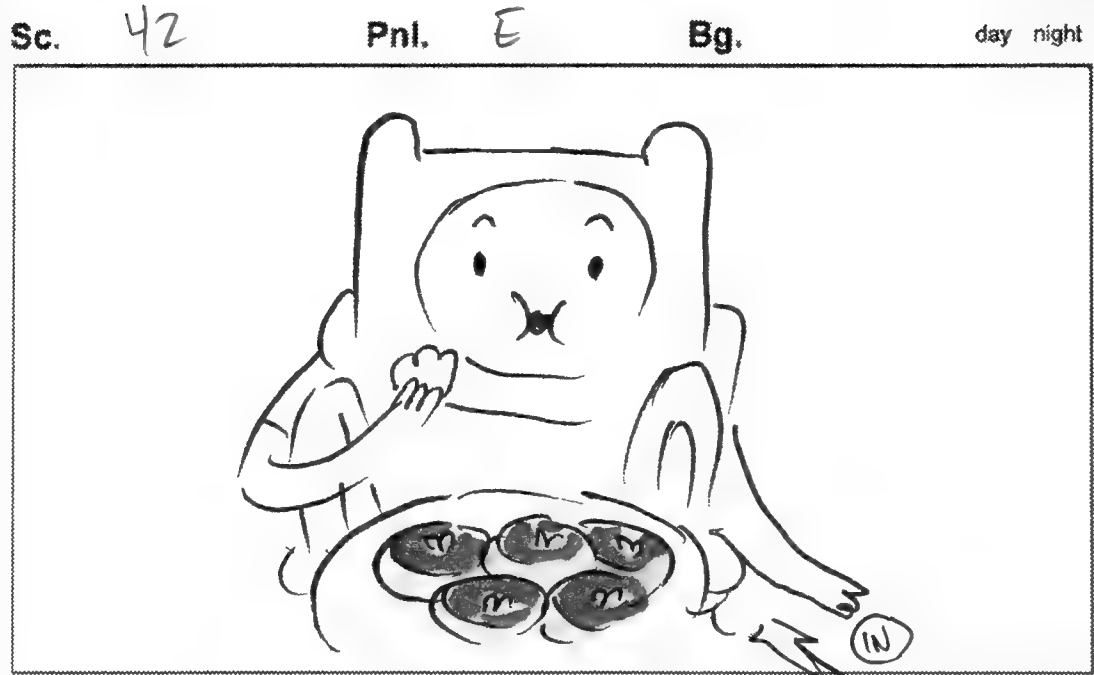
Production :

ADVENTURE TIME



48

Page \_\_\_\_\_



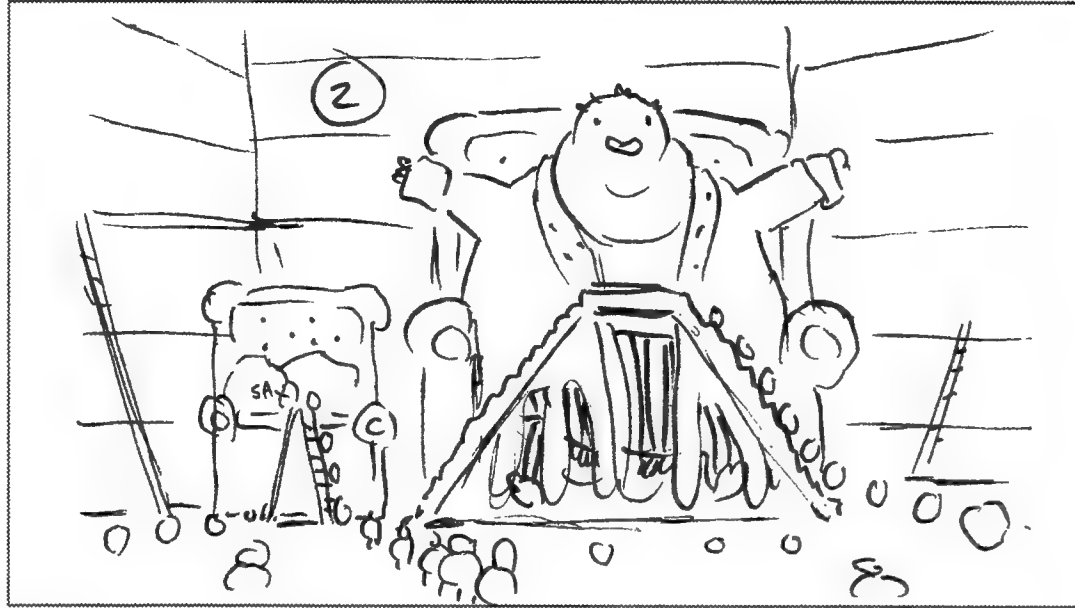
Dialog:	(F:) ooo! Apple scruffs.	ALT: ooo! greengrapes. (redraw) Food	(FINN) *happily chewing*
Action:	- New food boy presents new dessert.		
Timing:			

EPISODE # 1025-193  
Production :

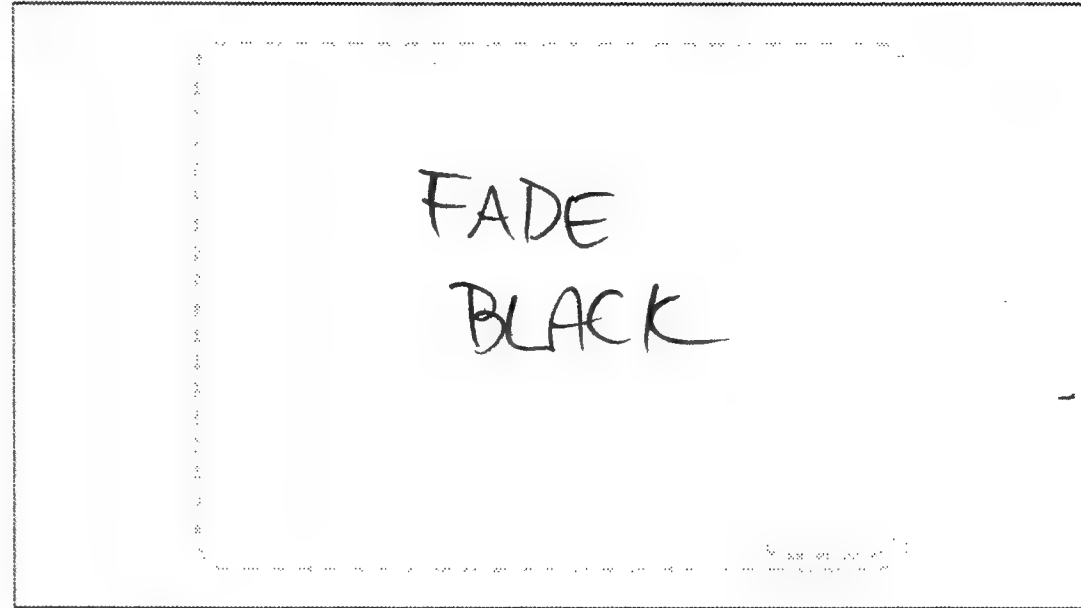
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Sc. 43 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(KH) Just wait til/  
you see my  
clock!

Action:

Timing:

EPISODE #

Production :

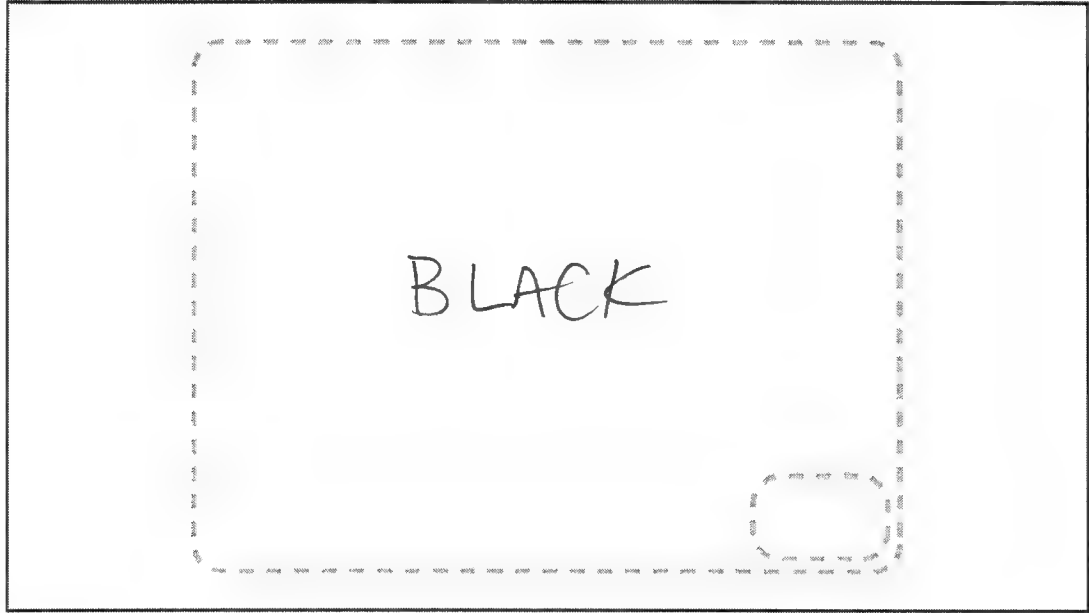
1025-193

© 2009 This material is the Property of The Carson Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

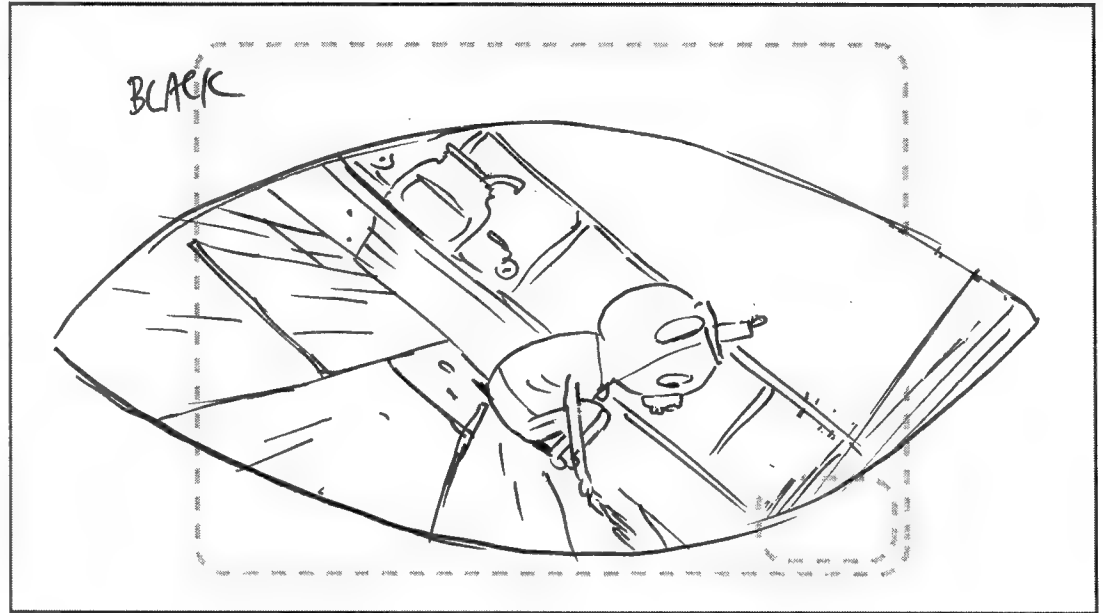
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog: (seven:os) \* whistling tune ~~~~~→

Action: ① [⬆️] slow open    ② [—] blink twice    ③ [⬆️] open all the way

Timing:

Production : EPISODE #

1025-193

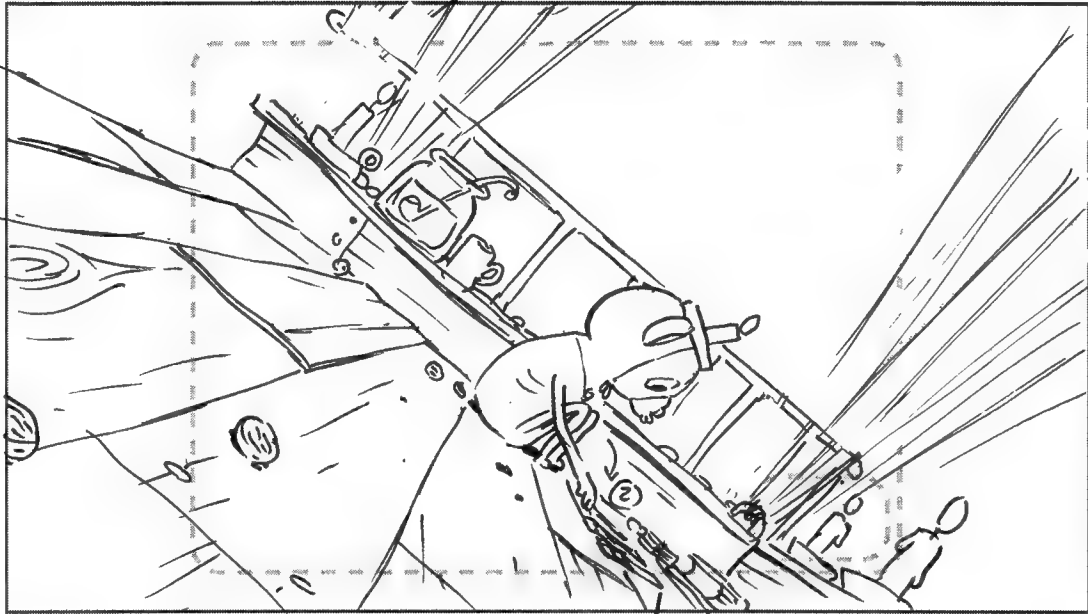


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

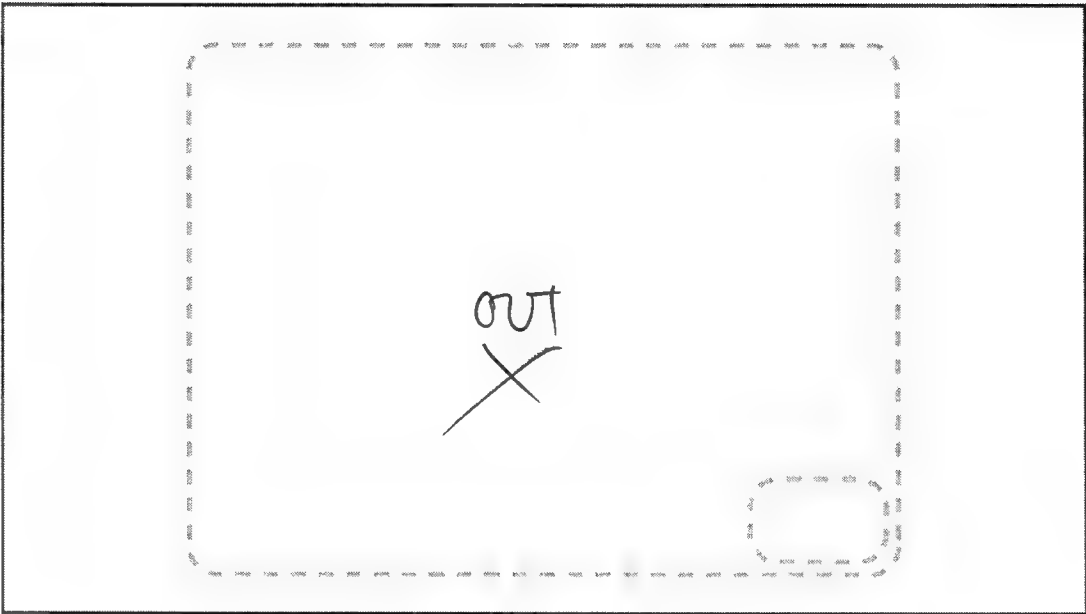
ADVENTURE TIME



Sc. 44 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

see card layout Reference.

Action:

Timing:

1

2

3

- Seven plays "freecell" card game - picking up a card and placing it down in a different spot.

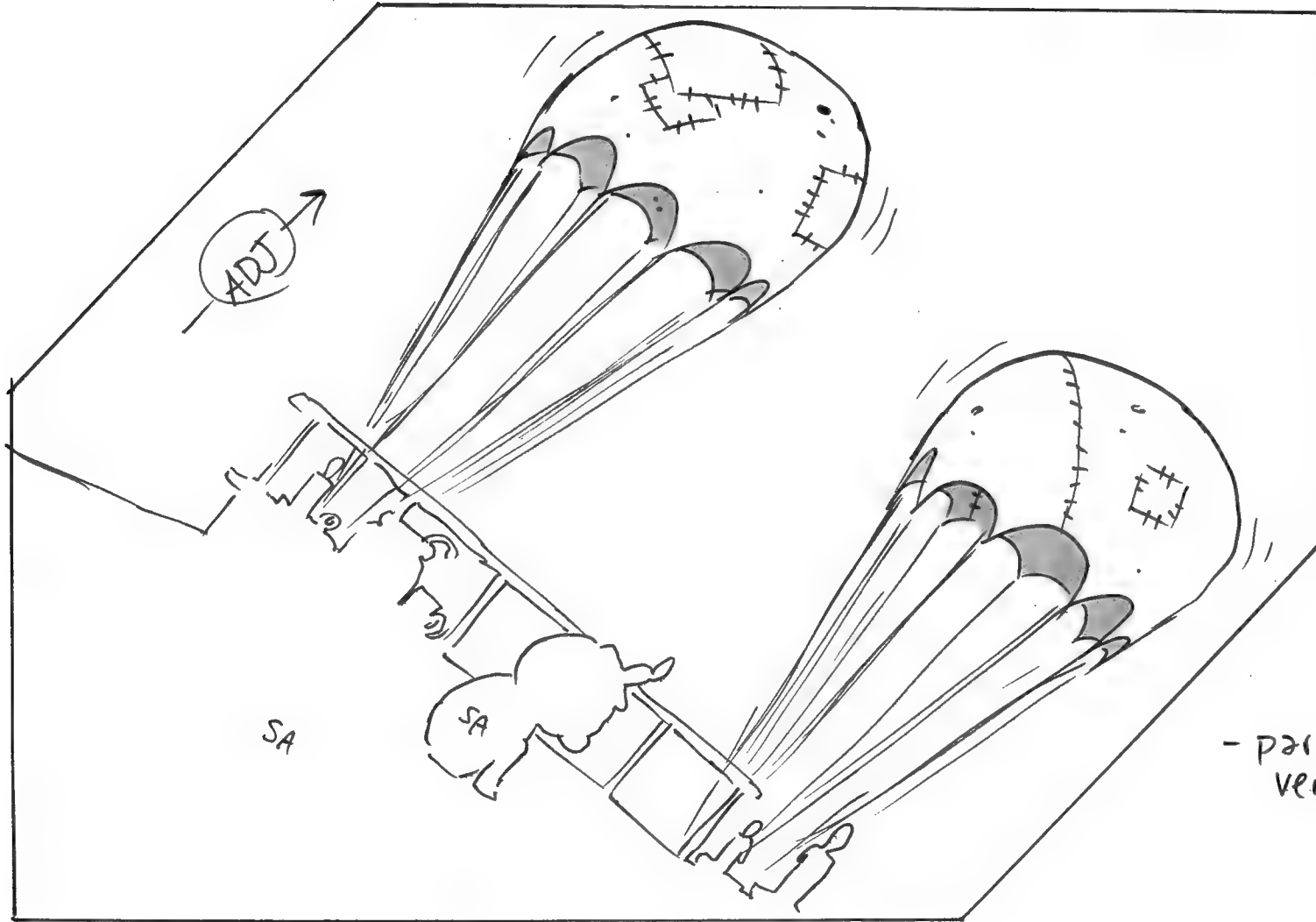
Production :

EPISODE #

1025-193

Sc. 44

Pnl. D



DIALOG: \*whistling  
continues\*

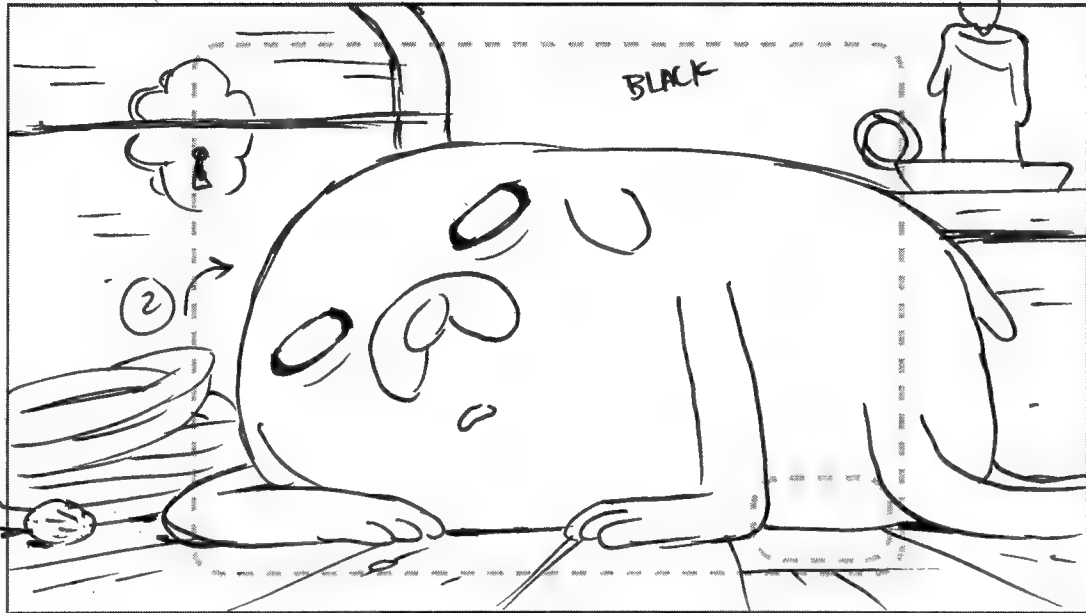
- parachutes sway  
very gently + slowly

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application to be used in any manner, except for production purposes, and may not be sold or transferred.

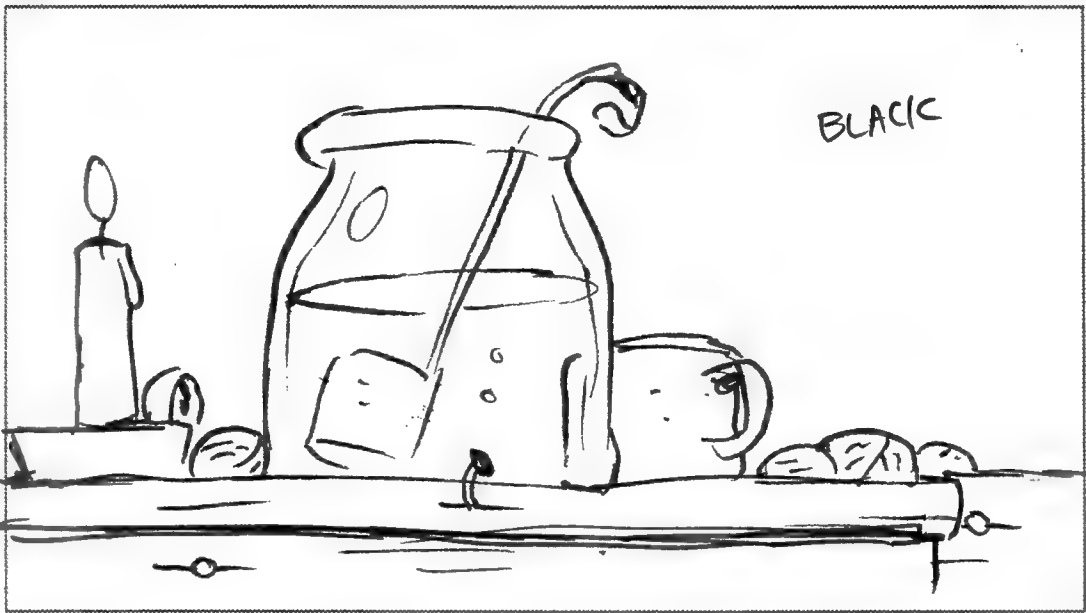
# ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog:	seven: os → *whistling → → → *whistling* → →
Action	① - Jake regains consciousness.
Timing	

EPISODE #

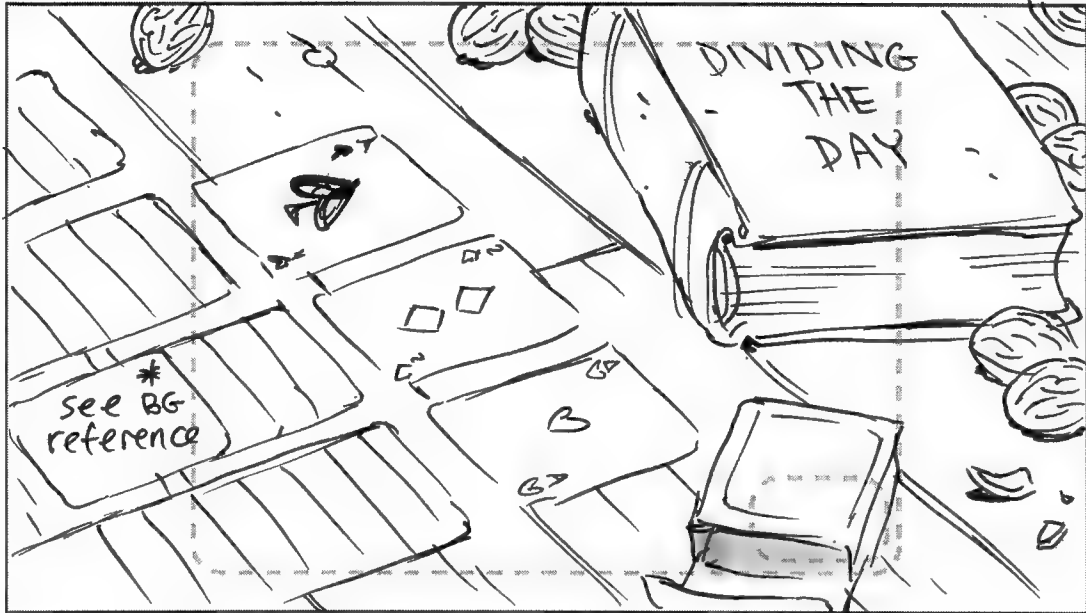
Production :

1025-193

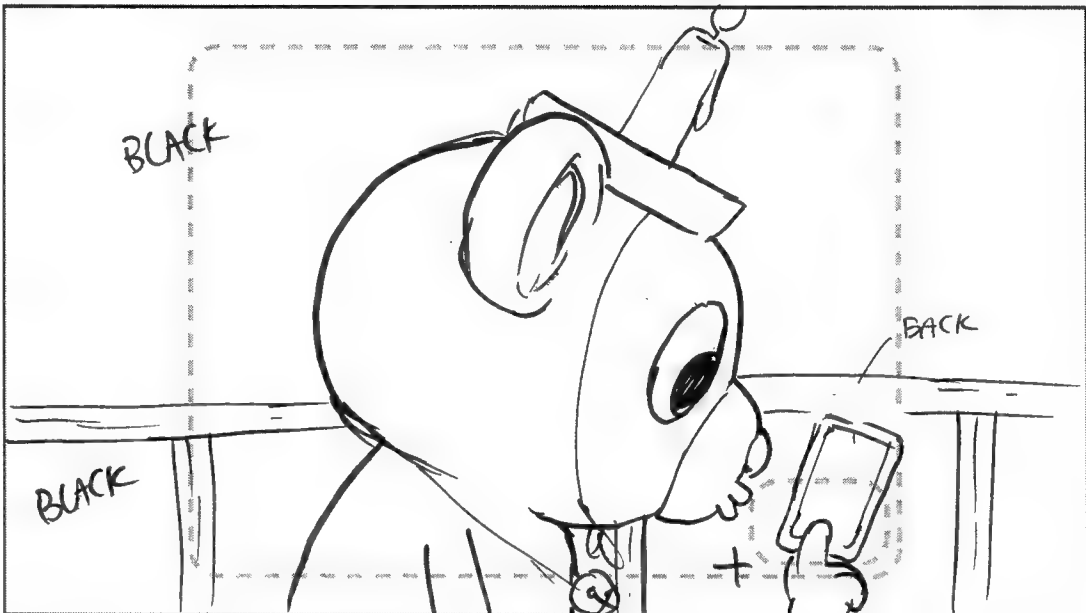
ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog: → (seven) \* whistling \* →

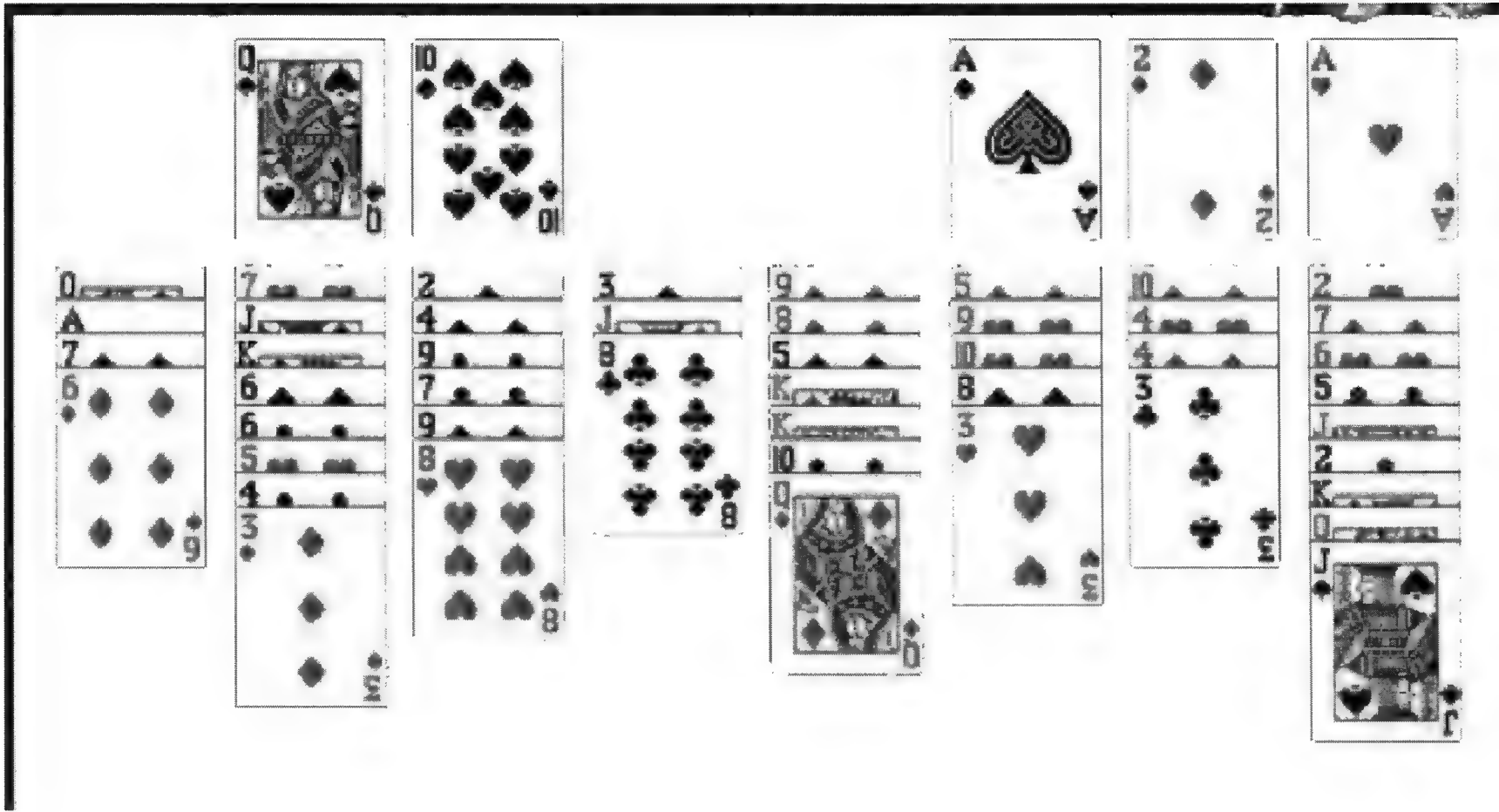
Action: \* See BG reference. [freecell is an actual game and card placement here should conform to freecell rules.]

Timing:

EPISODE #

Production :

\* BG Reference for sc. 47

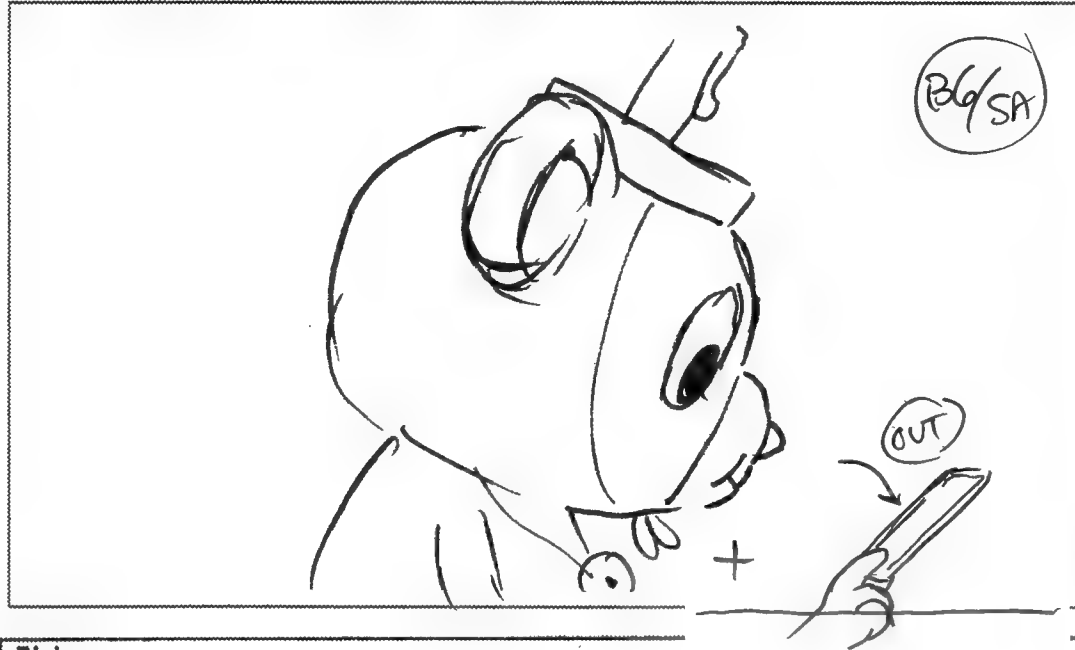


# ADVENTURE TIME

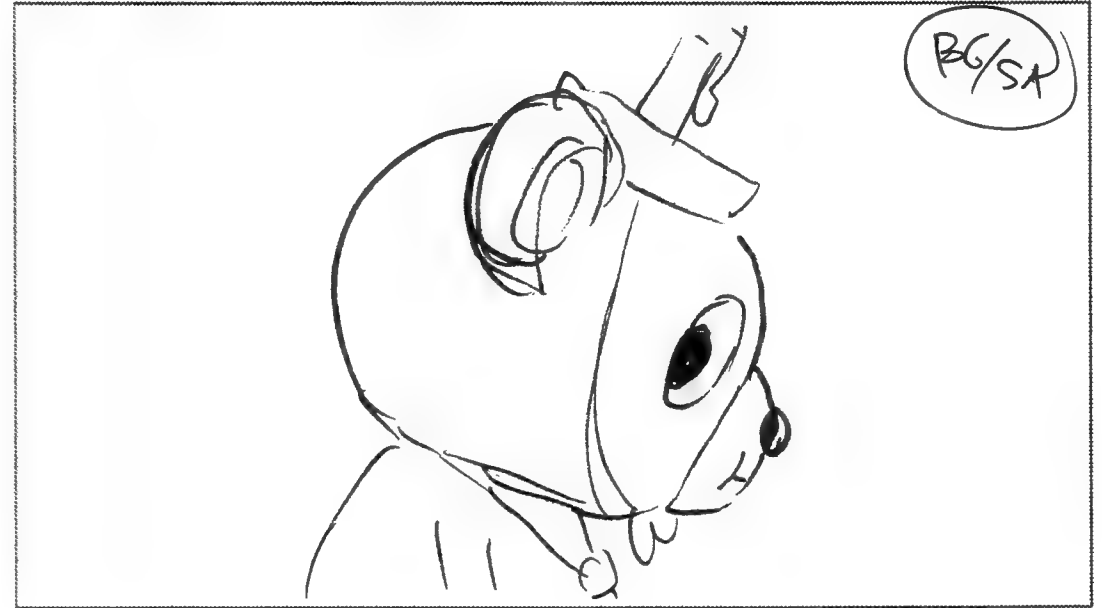


Page 56

Sc. 48 Pnl. B Bg. day night



Sc. 48 Pnl. C Bg. day night



Dialog:

① (Stops whistling)

Action:

② puts card down  
as though  
punctuation

Timing:

EPISODE #

Production :

1025-193

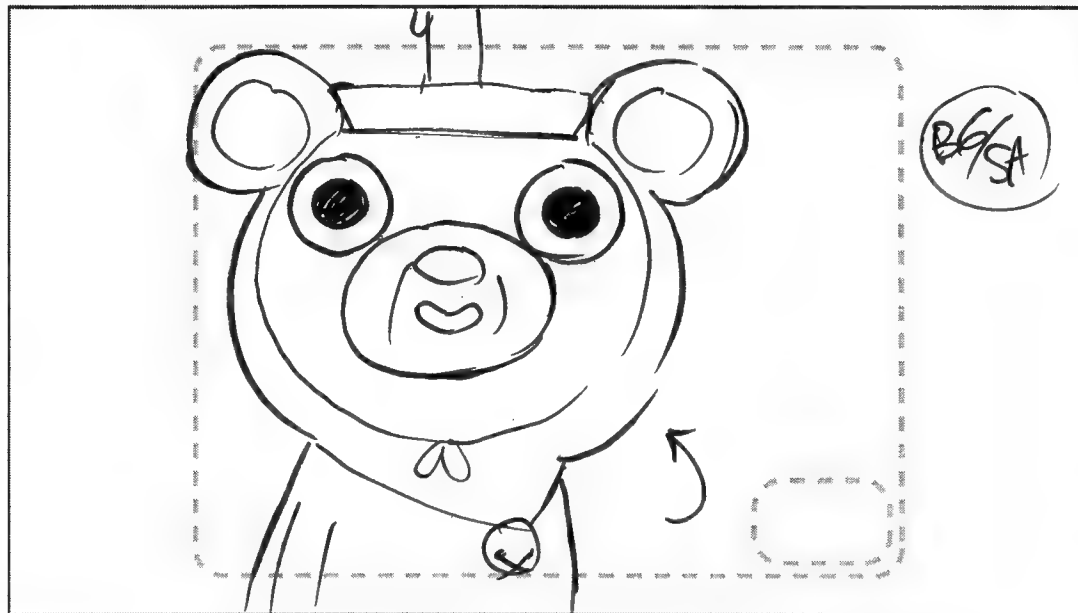
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

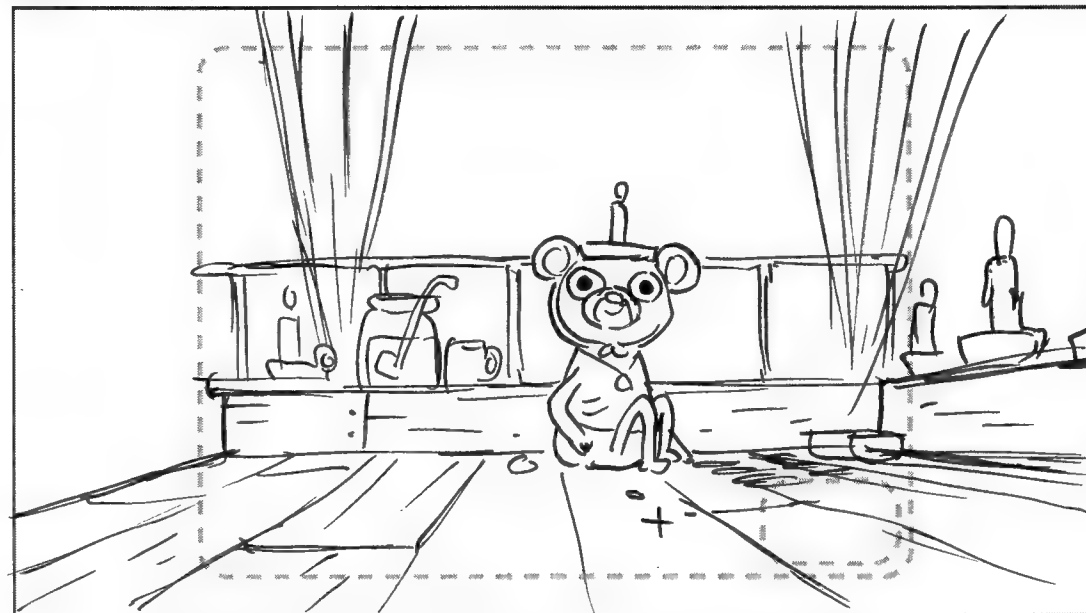


Page 57

Sc. 48 Pnl. D Bg. day night



Sc. 49 Pnl. A Bg. day night

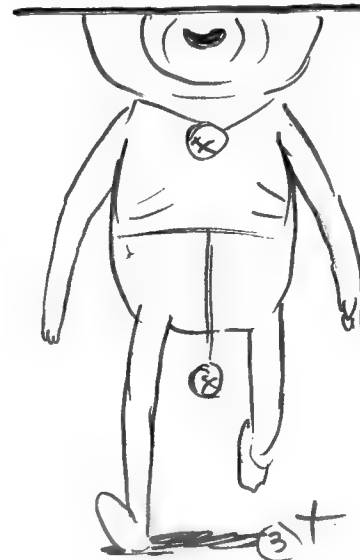


Dialog: SEVEN: Oh good - you're awake!

Action:

Timing:

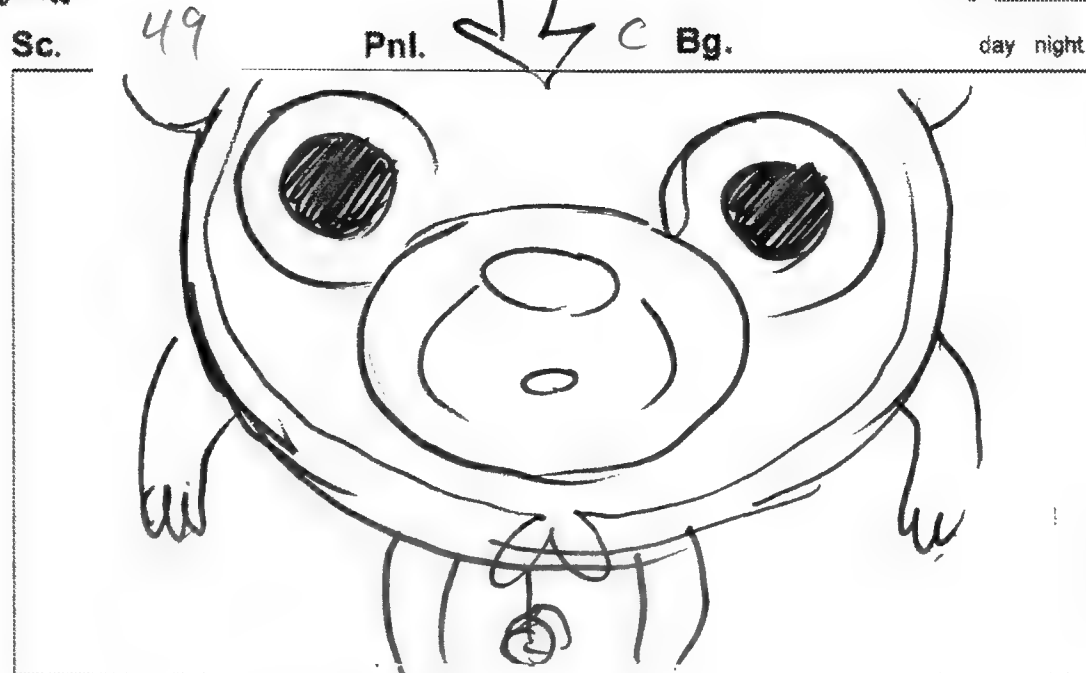
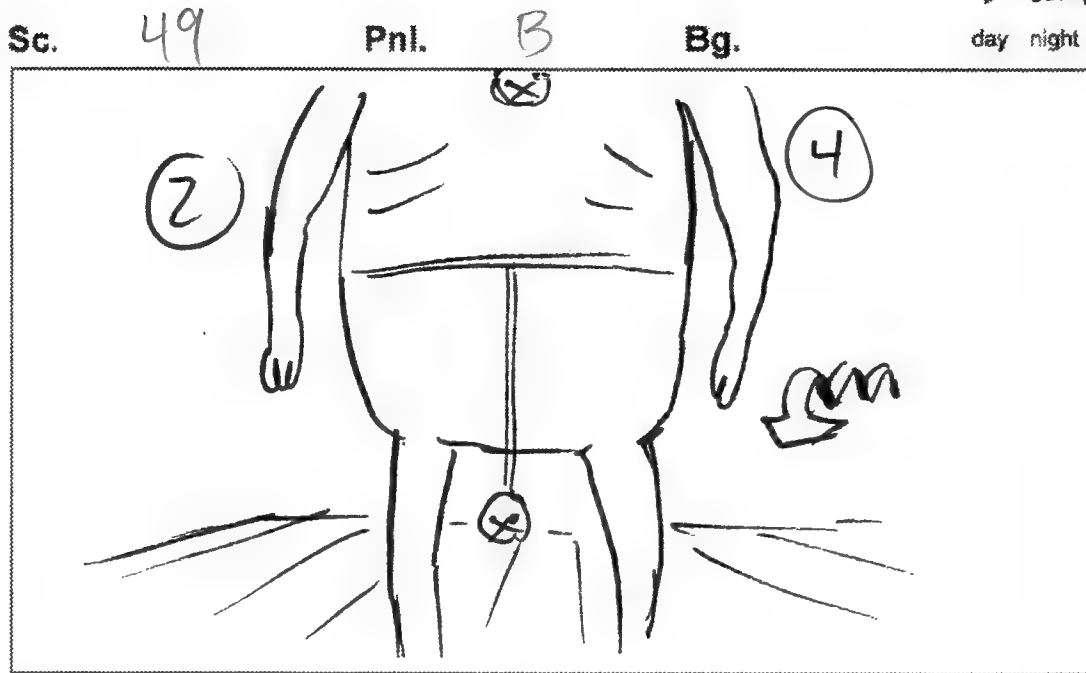
SEVEN: Good good good →



EPISODE #

Production :

1025-193



Dialog:	(7) good good	(7) How are you feeling
Action:		
Timing:		

EPISODE #

Production :

1025-193



ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night Sc. 50 Pnl. B Bg. day night



Dialog:	(J:) mm.. my... cabbage	(S.P.)	(J:) what happened?
Action:	aches a little ...		
Timing:			

1025-193  
EPISODE #  
Production :

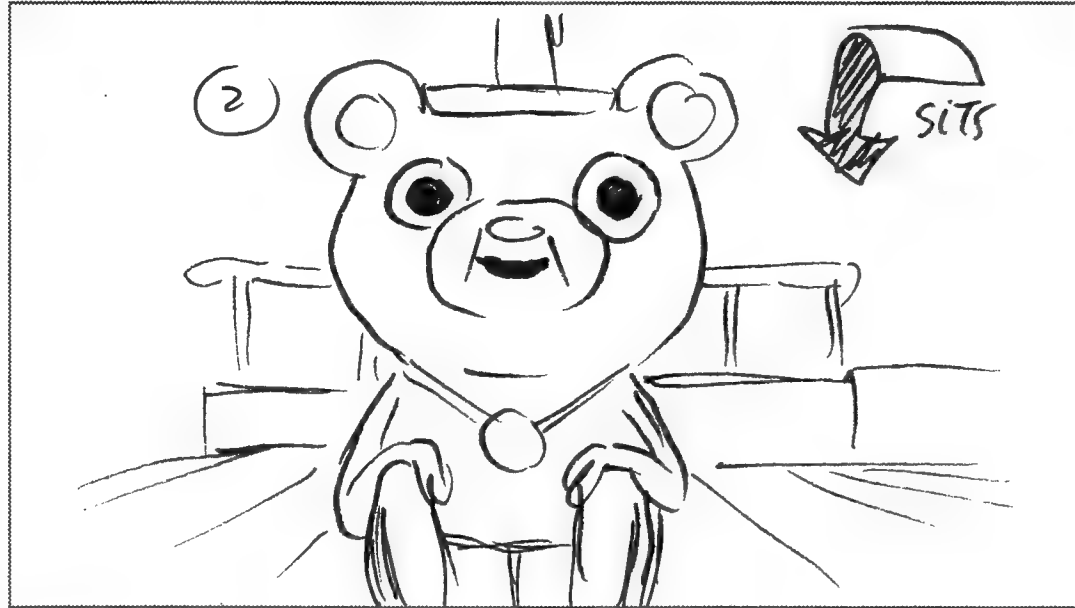
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, copied, used or sold in any manner, except for production purposes, and may not be sold or otherwise

# ADVENTURE TIME



Page 60

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



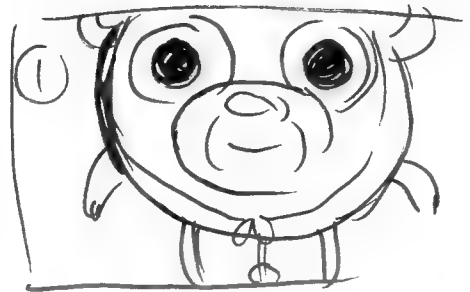
Dialog:

(7:) Well, here I was  
playing some freecell,

→ and then: wow -  
you fell down  
the hole.

Action:

Timing:



EPISODE #

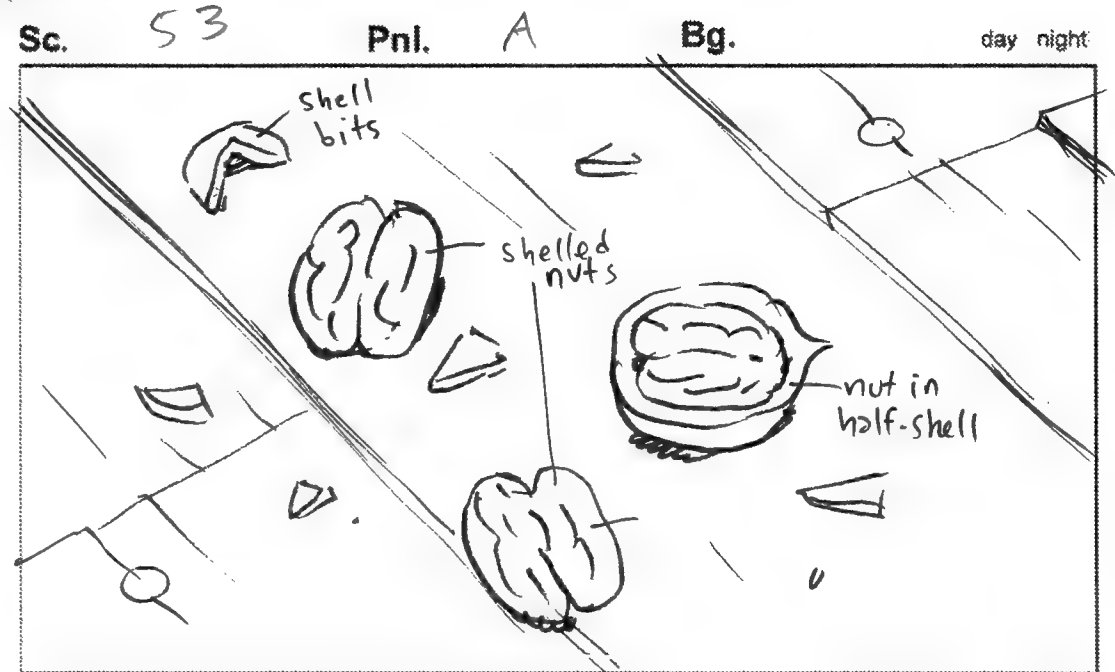
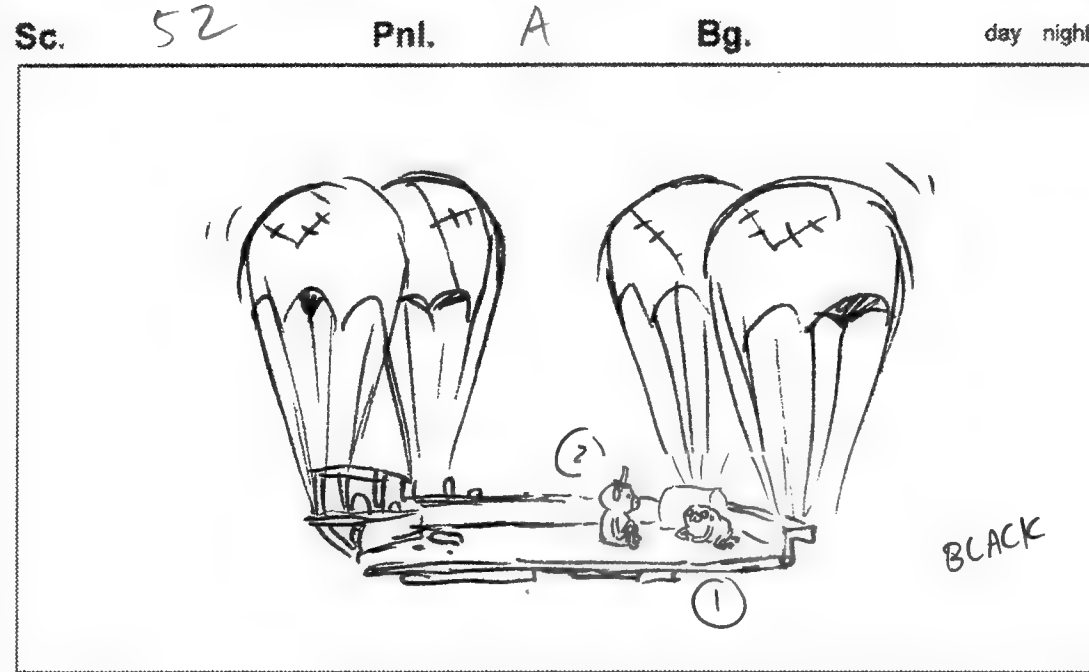
1025-193

Production :

# ADVENTURE TIME



61  
Page \_\_\_\_\_



Dialog:	<p>① You bounced off parachute #2 and landed on 3 old walnuts.</p> <p>H.U. Beat</p> <p>- BEAT -</p>
Action:	
Timing:	<p>② Jake sits up.</p> <p>①</p>

EPISODE #

Production :

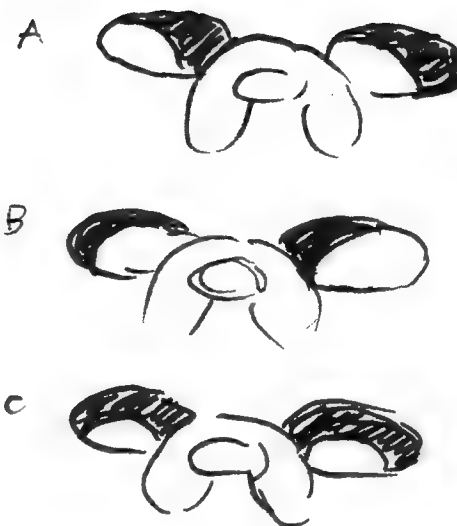
1025-193

# ADVENTURE TIME



Page 62

Sc. 54 Pnl. A Bg. day night



Dialog:

② mm.. wait, ...  
 ⑤: ① parachute? ... ② hole...  
 ③ walnuts ...  
 ④ fell down, ,

Action:



Timing:

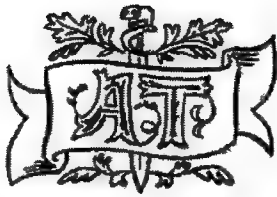
EPISODE #

Production :

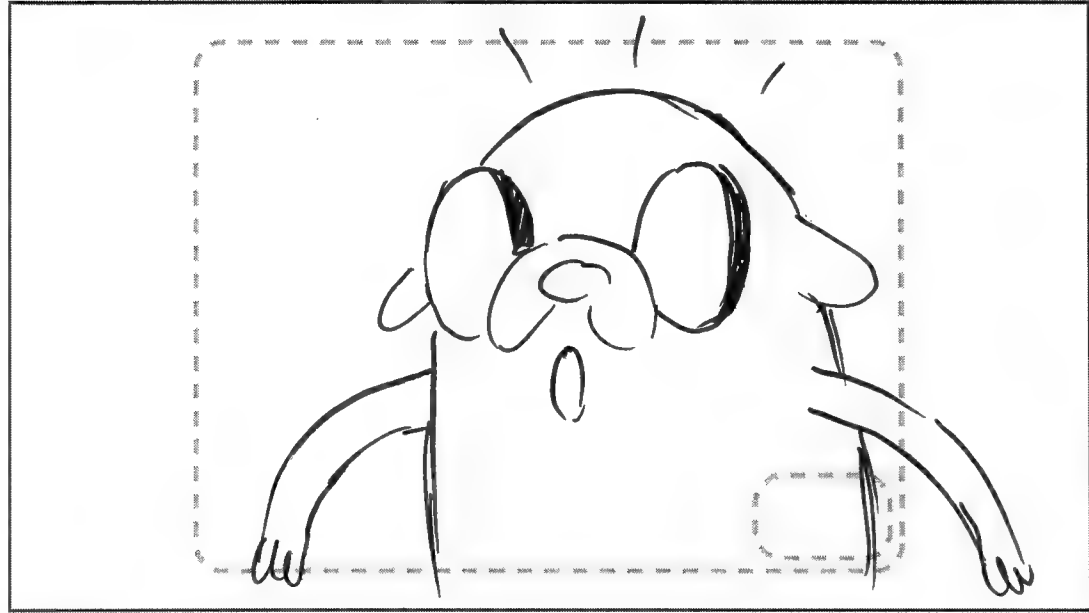
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

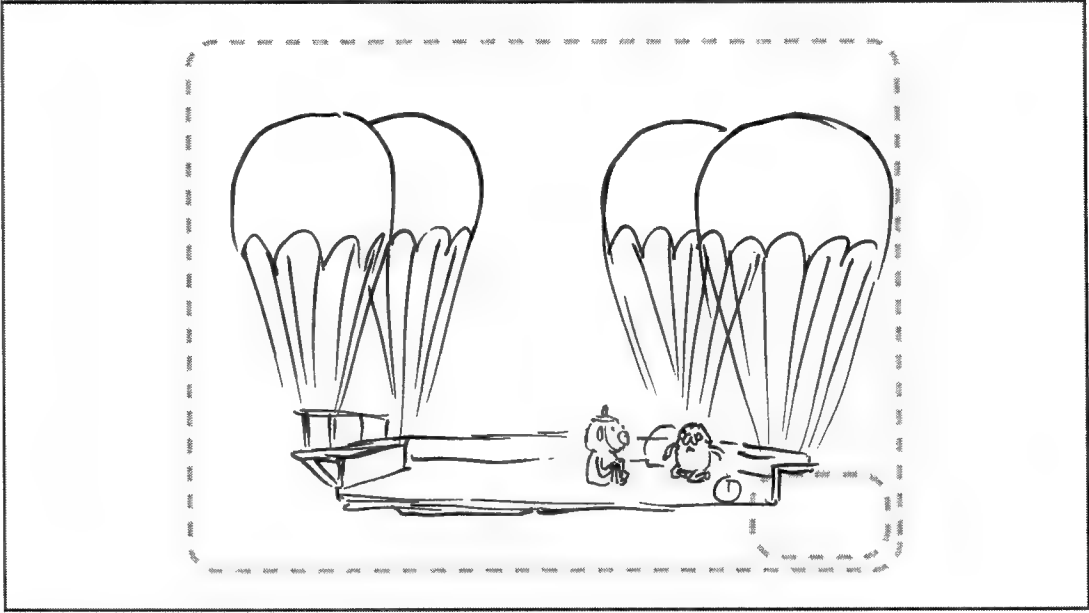
ADVENTURE TIME




Sc. 54 Pnl. B Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	(J:) Wait! →	→ (J:) (2) You mean we're falling right now?
Action:		
Timing:		

EPISODE #

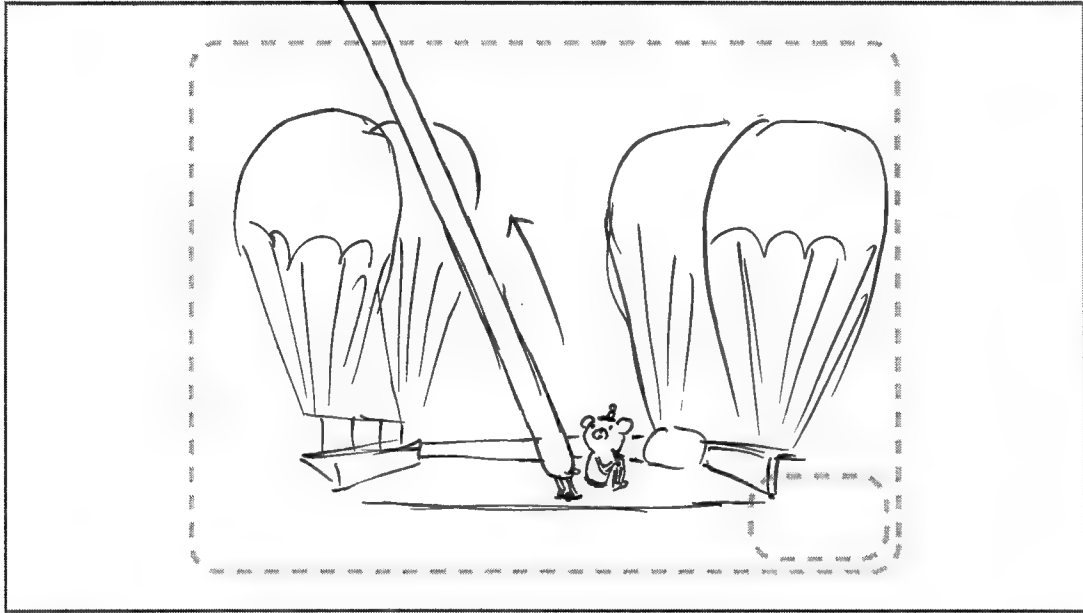
Production :

1025-193

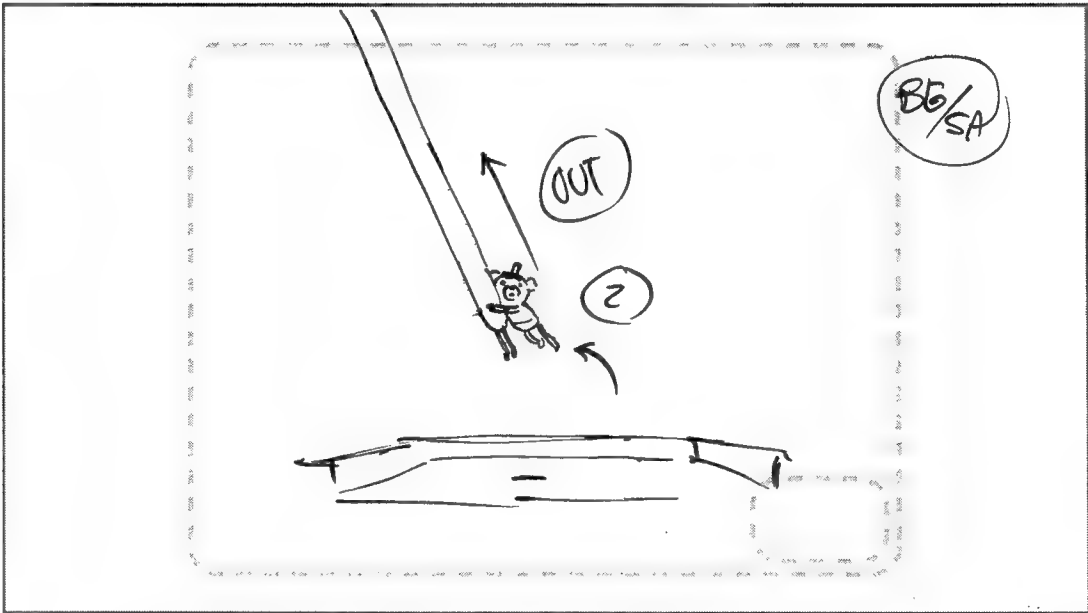
ADVENTURE TIME



Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog: (J) (fast) thanks for your help buddy but I gotta go!

Action: - Jake stretches offscreen.

Timing:

(Seven): Whoa - hold up, →

- Seven grabs hold of Jake and rides off screen.



EPISODE #

Production :

1025-193

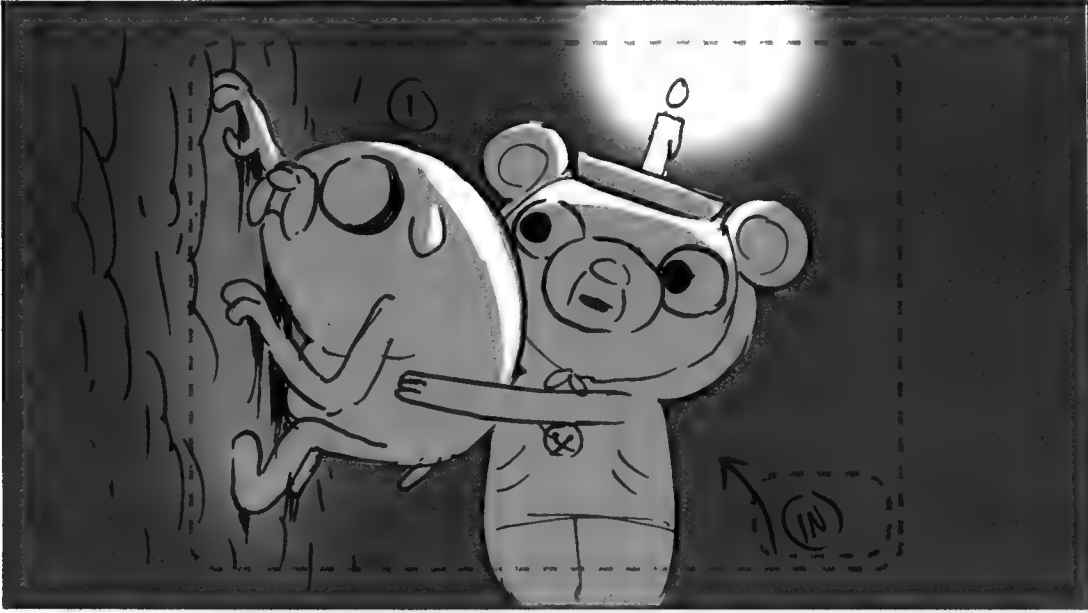
ADVENTURE TIME




Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog:	SFX: * streeetch —————→ (Seven): → what's your hurry?
Action:	Seven stretches in, then speaks.
Timing:	

EPISODE #

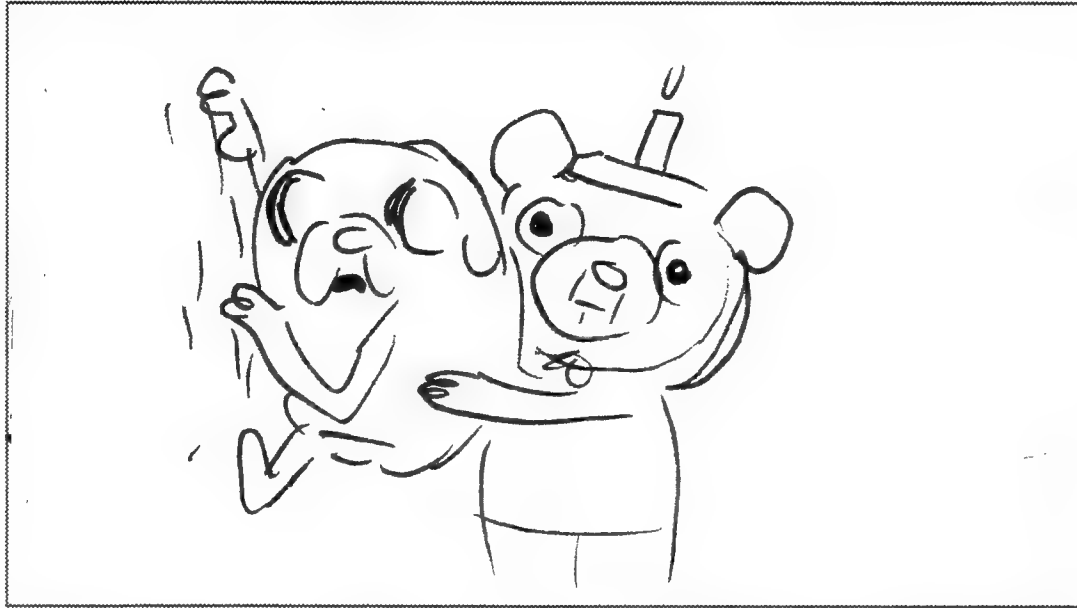
Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(J) my friend's  
still up top -  
he could be

Action:

- looking for me -

Timing:

(J) → or, he could  
be in trouble

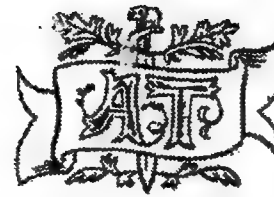
EPISODE #

Production :

1025-193



ADVENTURE TIME



67

Page \_\_\_\_\_

Sc. 57 Pnl. B Bg. day night



Sc. 57 Pnl. C Bg. day night



Dialog:	(J) and every second I'm down here	(J) I gotta get back
Action:	I'm falling further away!	
Timing:		

1025-193

EPISODE #

Production :

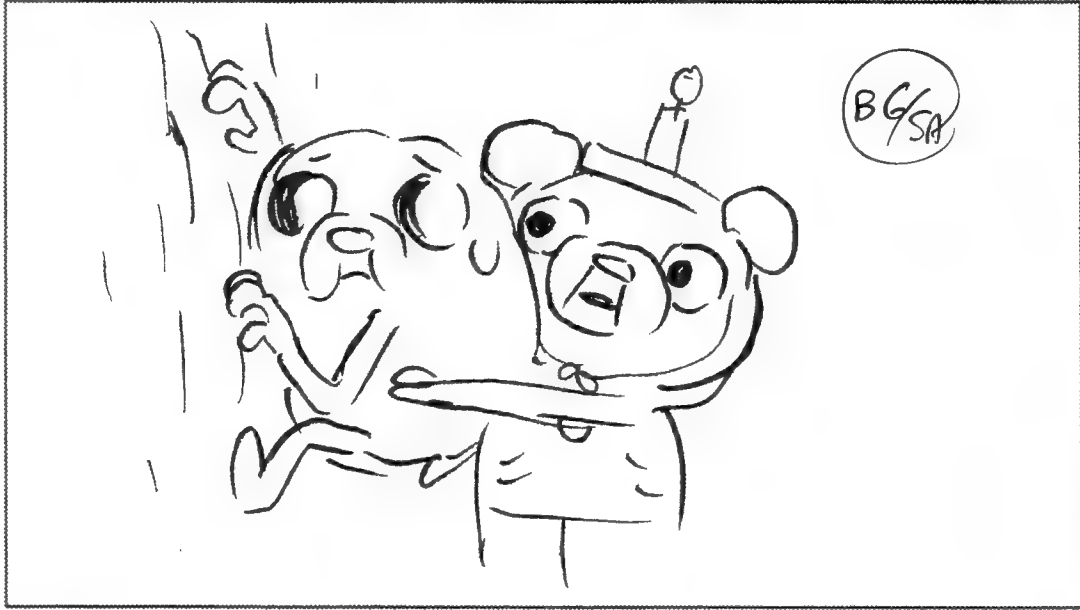
© 2005 The Cartoon Network. All rights reserved. This is unpublished and material is not to be used in any manner, except for production purposes, and may not be used as a trademark.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

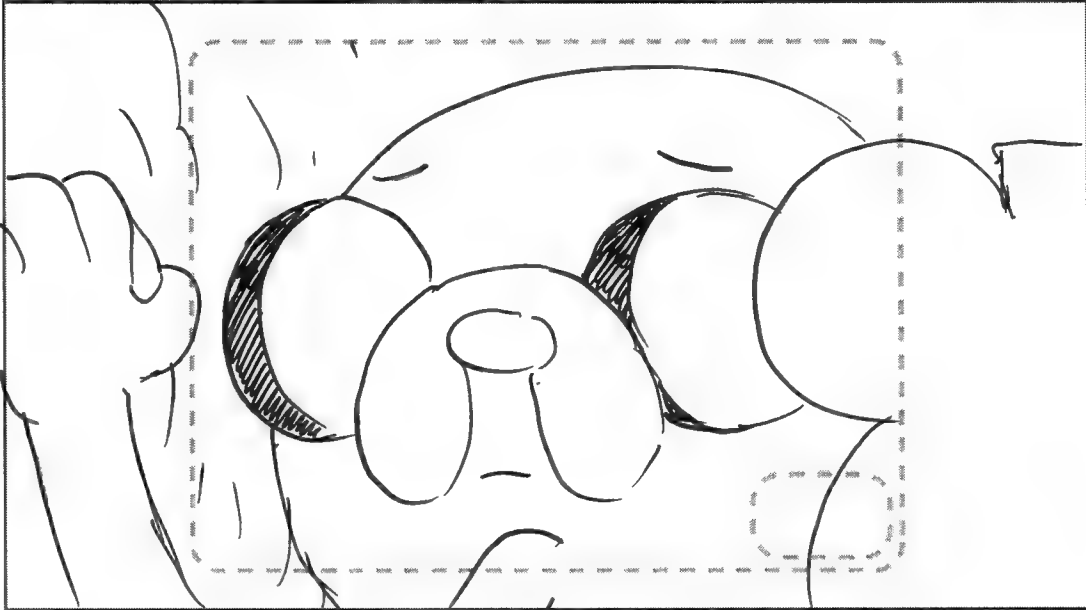
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:	(Seven:) hm- I think that's a pretty bad idea, →	- BEAT-
Action:		
Timing:		

do we need  
this reaction  
shot?  
not sure...  
-Tom

Production :

EPISODE #

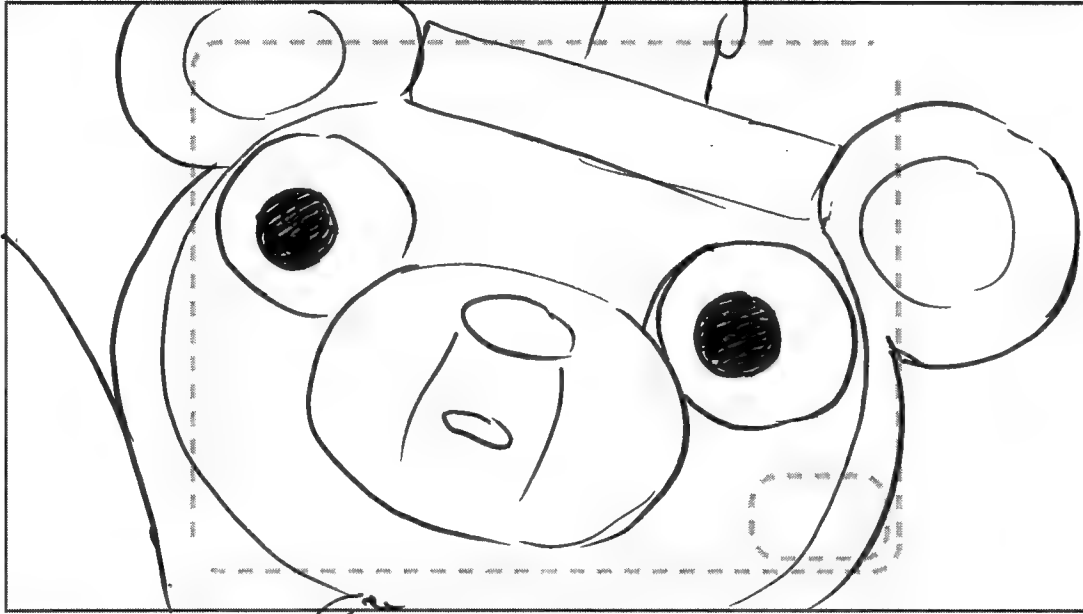
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unauthorized and must not be taken from the studio. Application or use in any manner except for production purposes and may not be sold or transferred.

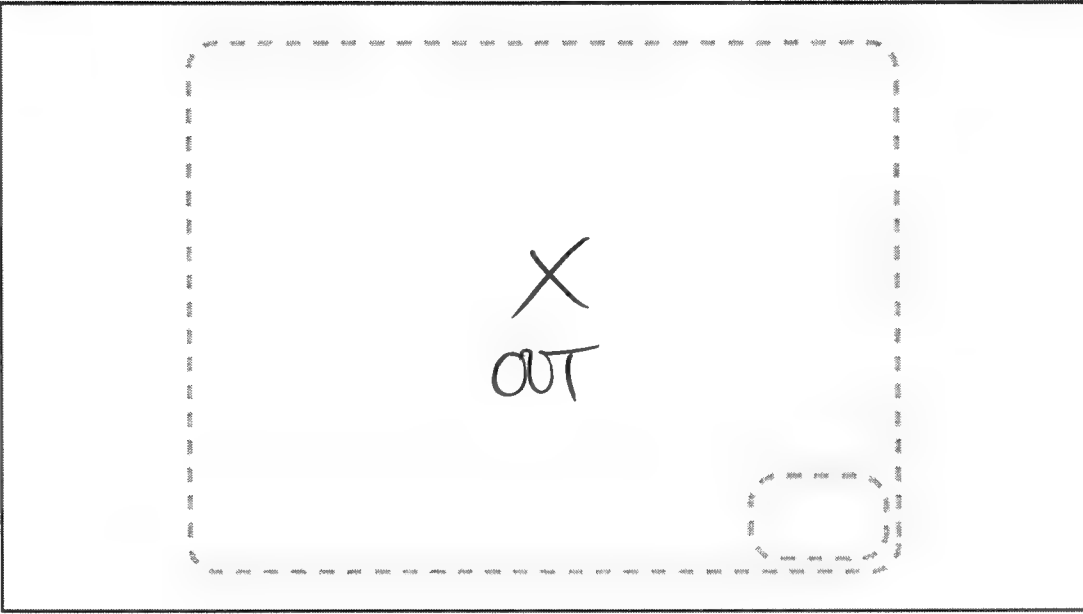
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(Seven:) You were unconscious while you were falling, remember?
Action:	
Timing:	

EPISODE #

Production :

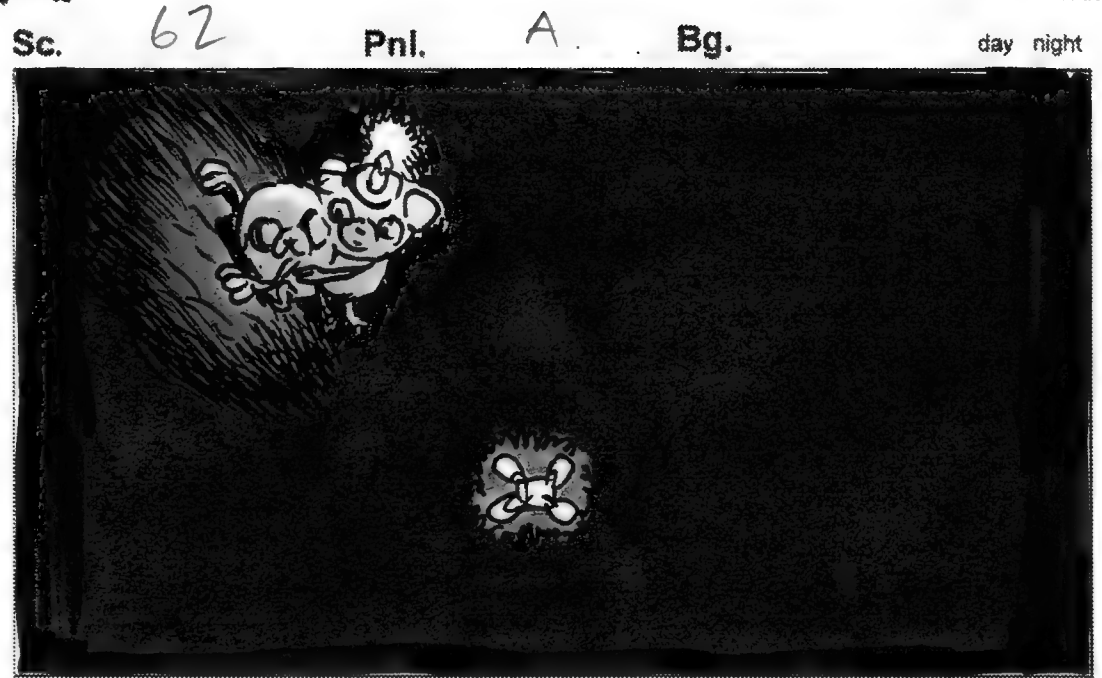
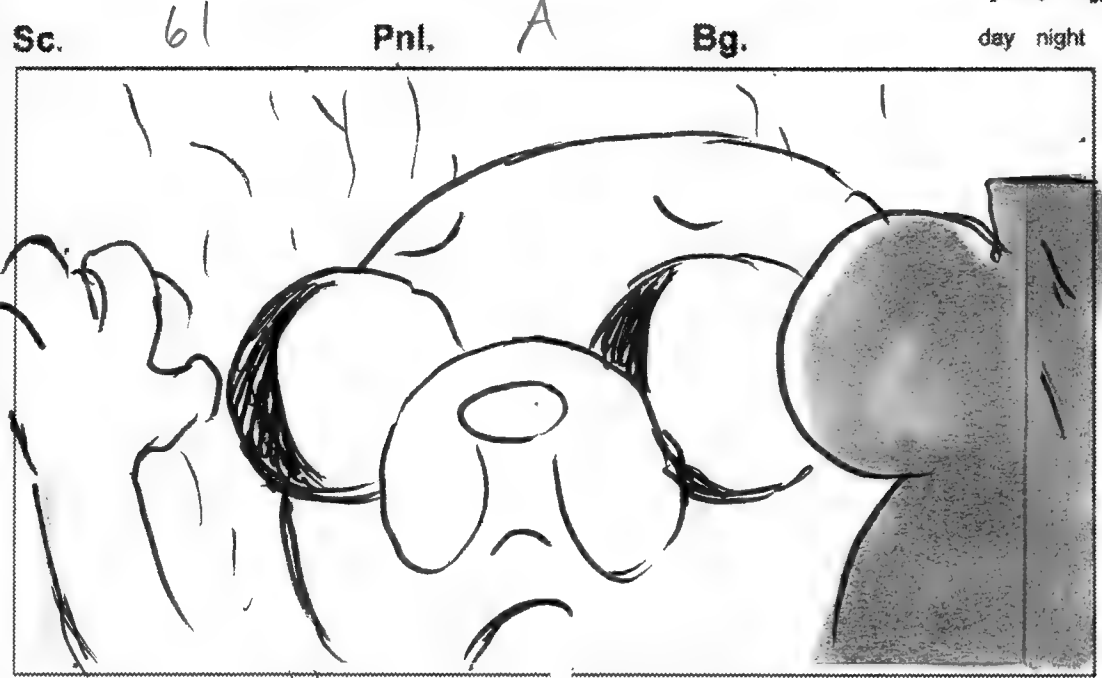
1025-193

# ADVENTURE TIME



70

Page \_\_\_\_\_



Dialog:	<p>⑦ (OS) So you might have been falling for weeks, or even months.</p>	<p>⑦: → trust me, it's possible - this is a very deep hole.</p>
Action:		<p>- platform doesn't sink</p>
Timing:		

EPISODE #

Production :

1025-193

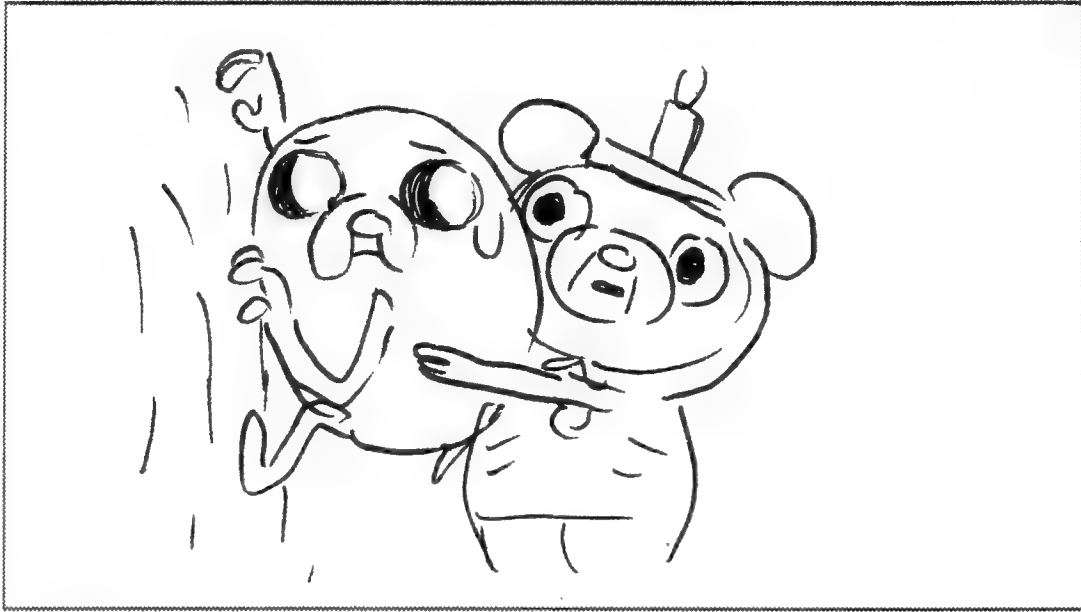
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used for any purpose except for production purposes. Nothing may be used as trademark.

ADVENTURE TIME

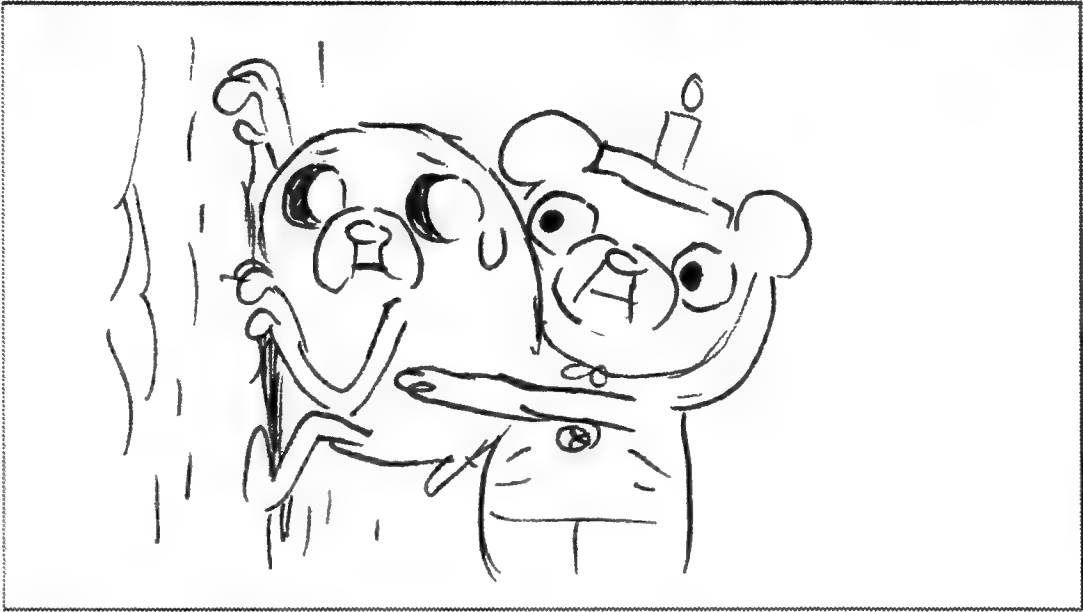


Page 71

Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

(7:) If you try to  
climb out, you  
could  
run out of food

Action:

Timing:

(J:) But - I've  
gotta do  
something...

EPISODE #

Production :

1025-193

# ADVENTURE TIME



Page 72

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

SEVEN: Well, I feel like  
you should probly  
not starve to death,  
→

Action:

Timing:

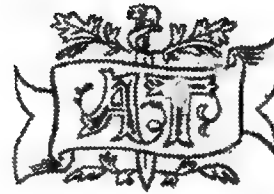
SEVEN DOS → so that  
when your friend  
comes looking you're  
still alive.

EPISODE #

Production :

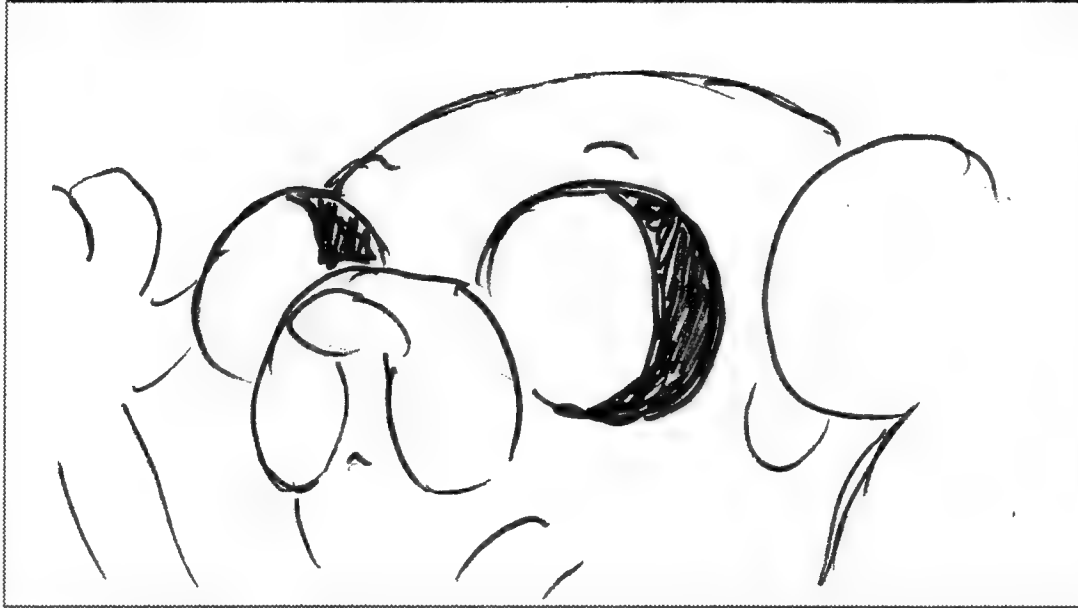
1025-193

# ADVENTURE TIME

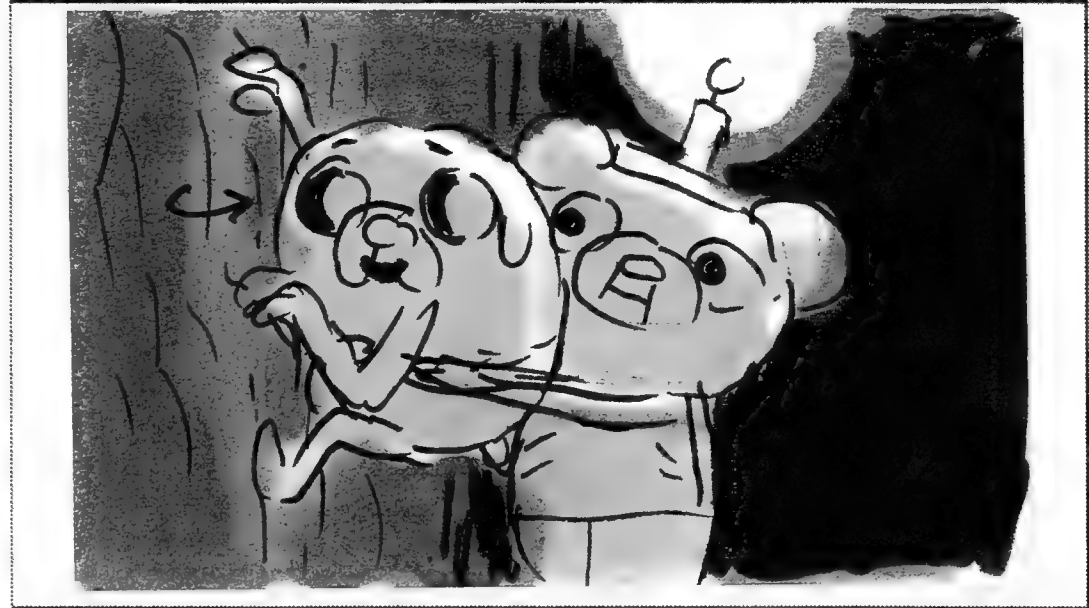


Page 73

Sc. 65 Pnl. B Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog:

(J:) Hmm...

Action:

Timing:

(J:) y'know I think you're right.



EPISODE #

Production :

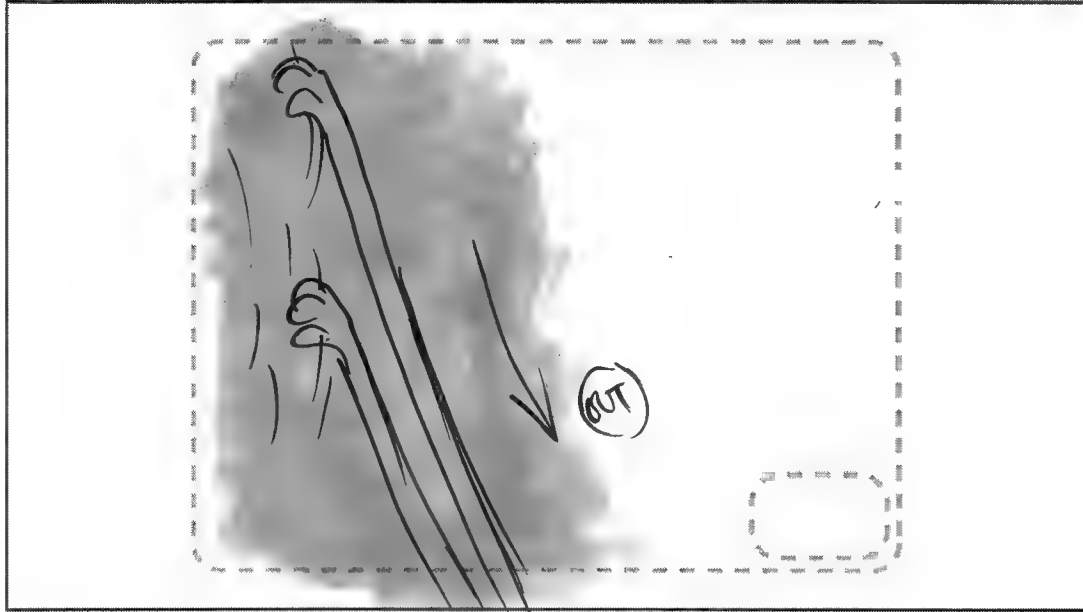
1025-193

© 2009 The Cartoon Network. Inc. It is unlawful and must not be taken from the stuff, digital and or used in any manner, except for production purposes, and may not be sold or transferred.

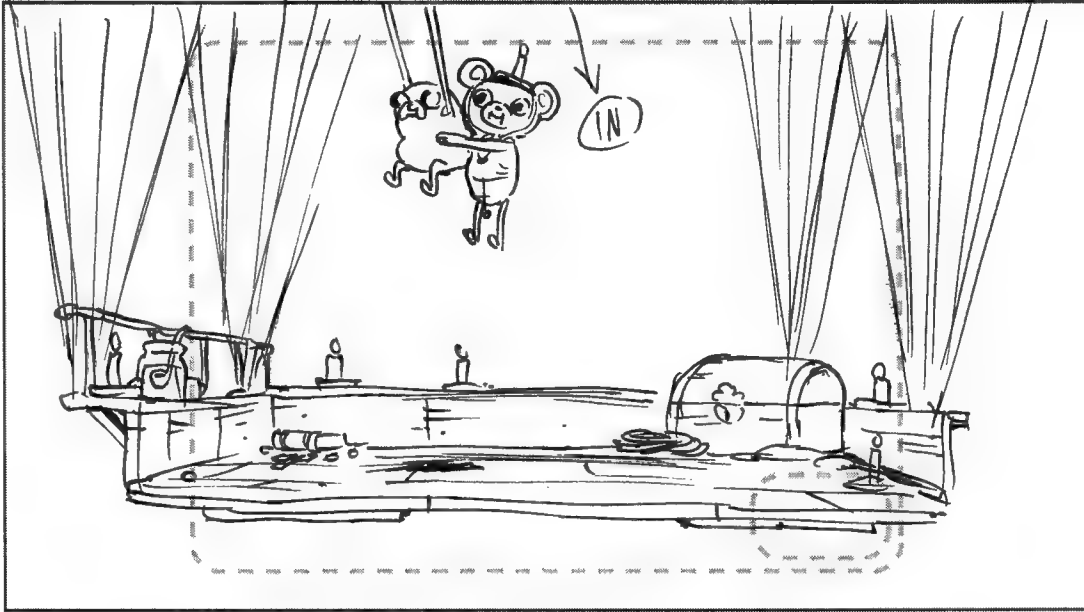
ADVENTURE TIME



Sc. 66 Pnl. B Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	(JAKE:) Finn is a pretty heroic kid, I gotta admit. →	(J:) He'll probly be here in half a gif. [hard "G", like "gift"]
Action:	- rimlights fade, screen gets dark again w/ no crndle light.	- Jake Stretches into screen.
Timing:		

EPISODE #

Production :

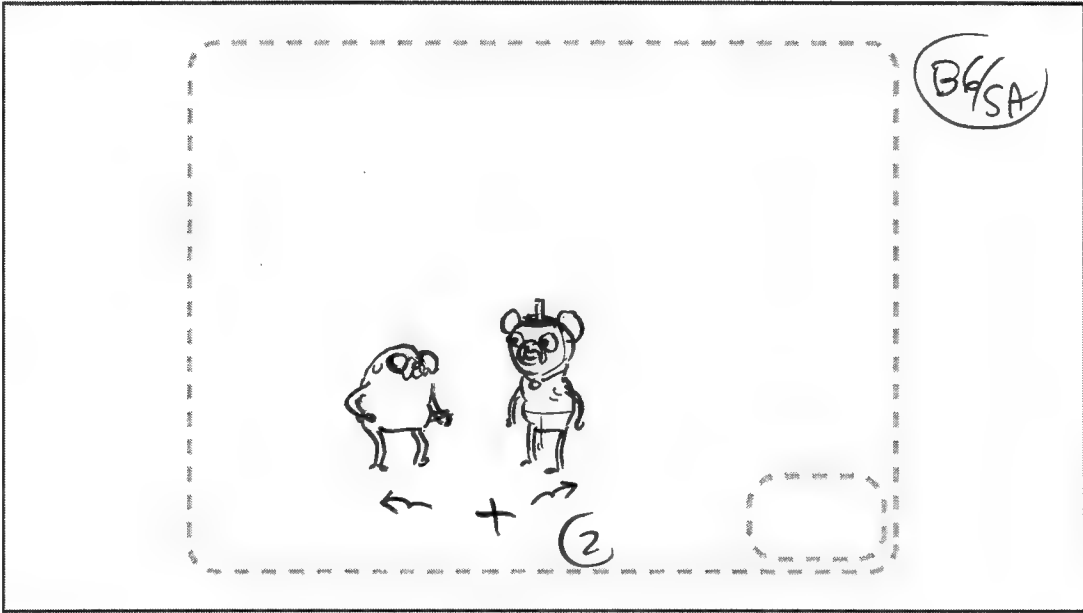
1025-193



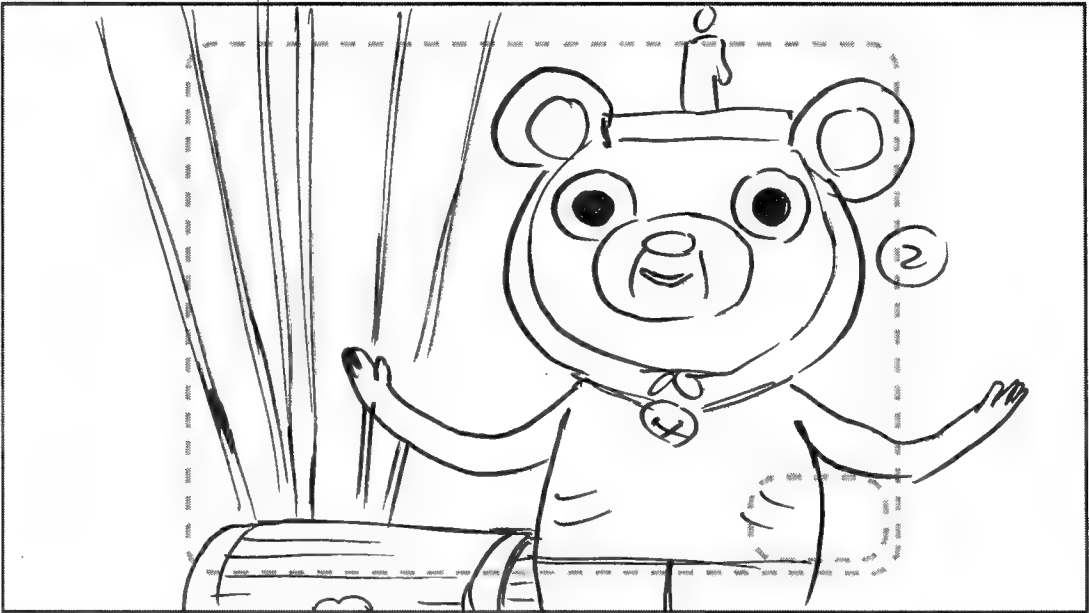
ADVENTURE TIME



Sc. 67 Pnl. B Bg. day night

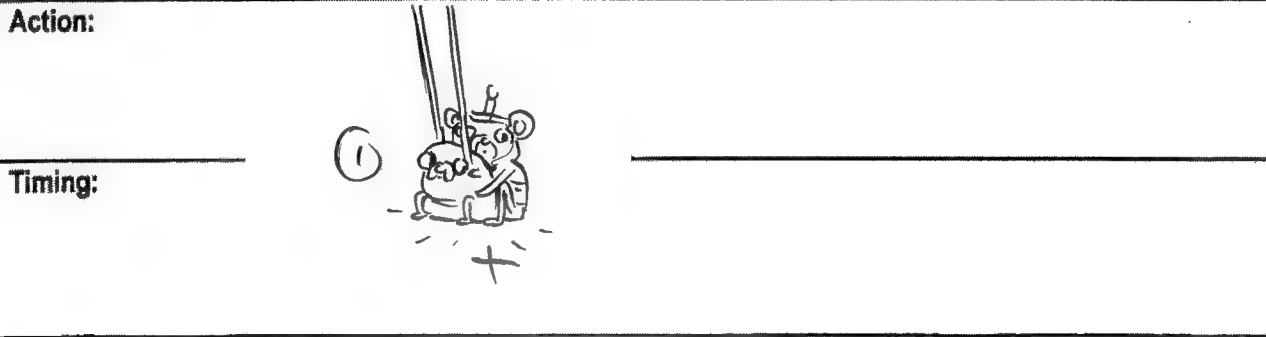


Sc. 68 Pnl. A Bg. day night



Dialog: (SEVEN) (2): Oh good good - I hope so. →

(SEVEN:) Til then, please make yourself at home, →



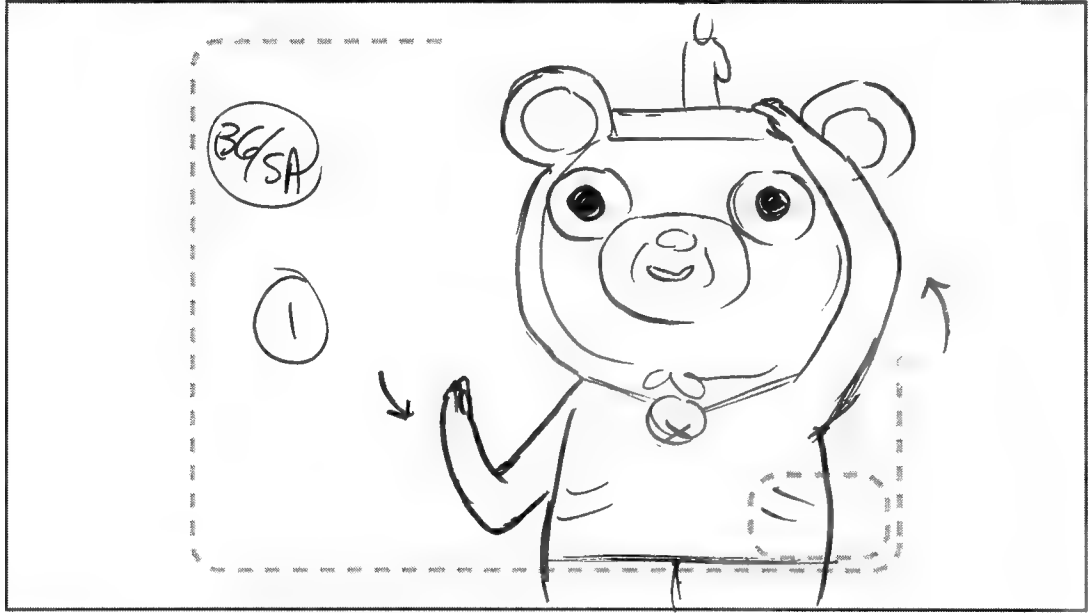
EPISODE #

Production :

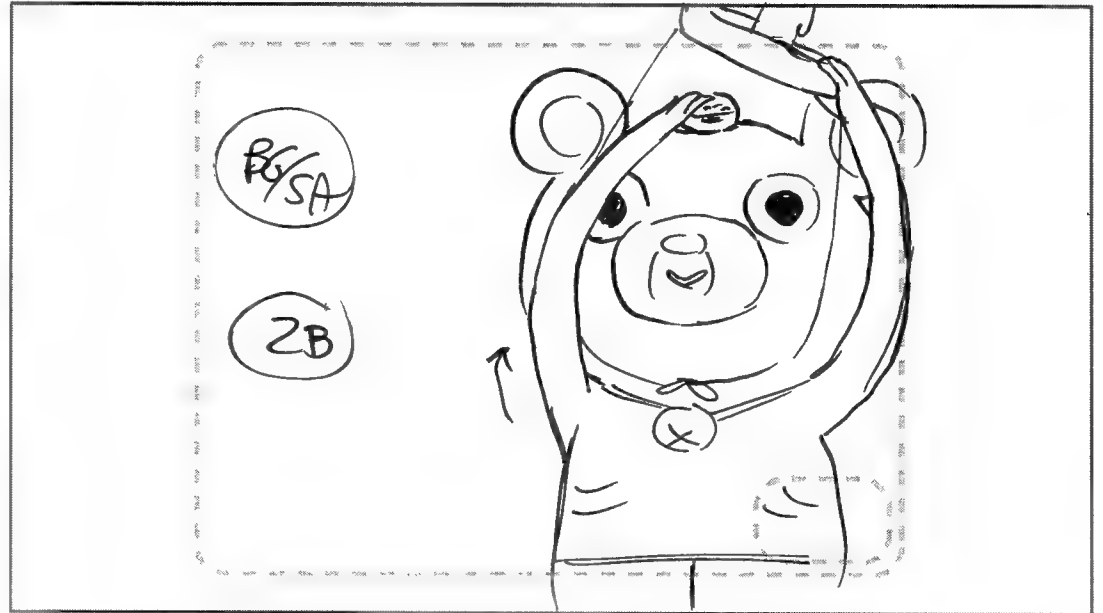
ADVENTURE TIME



Sc. 68 Pnl. B Bg. day night



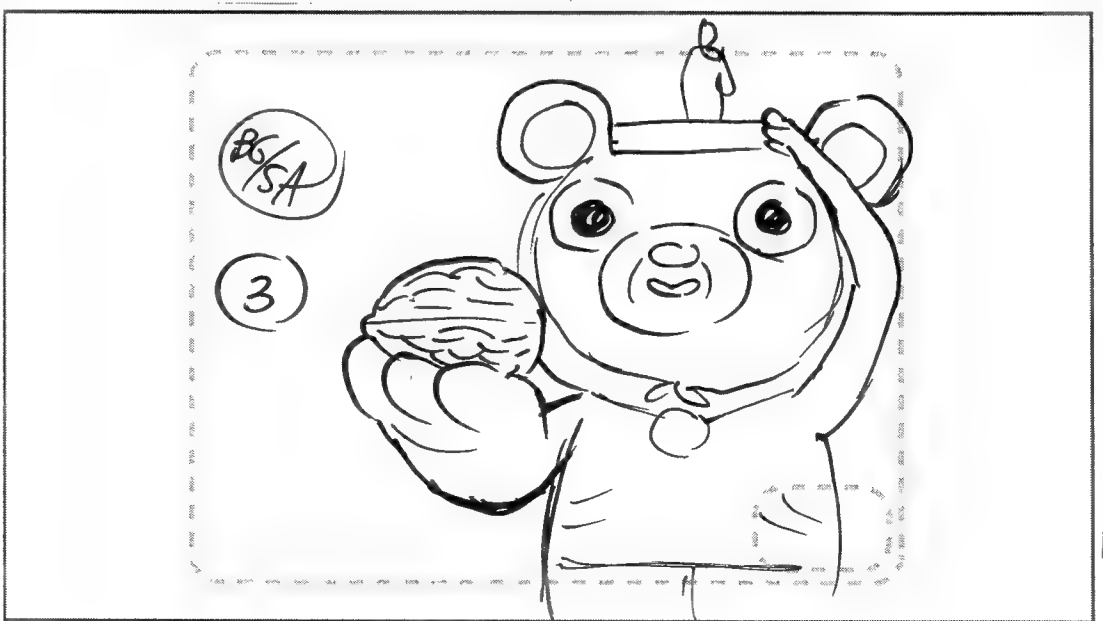
Sc. 68 Pnl. C Bg. day night



Dialog: (SEVEN:) Here, have a walnut.

Action: - Seven offers Jake a walnut

Timing:



EPISODE #

Production :

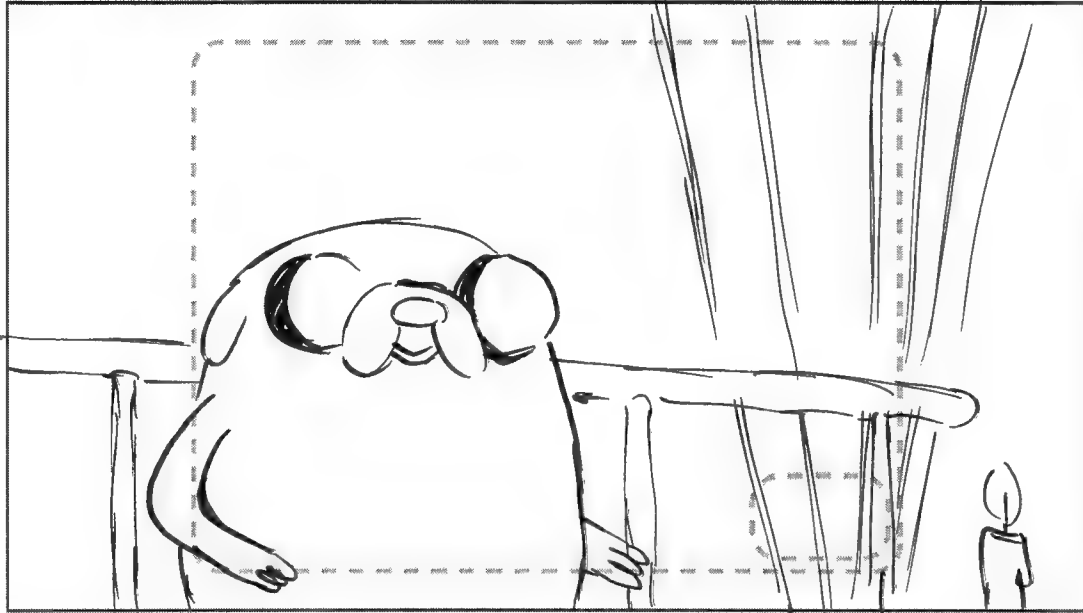
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

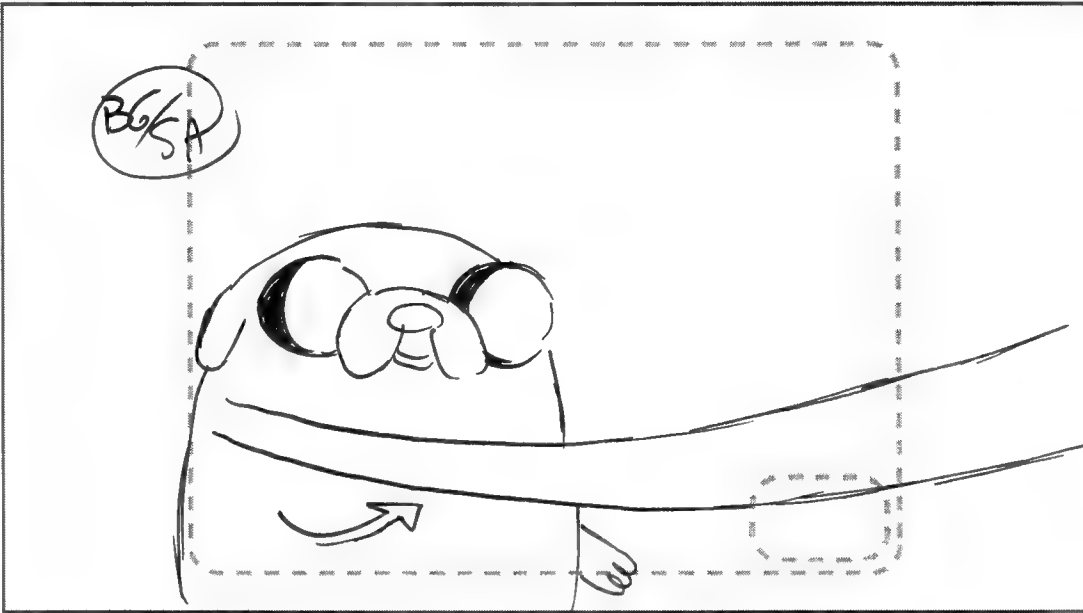
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 Pnl. B Bg. day night



Dialog:	(JAKE) Thanks man, →
Action:	-Jake takes walnut from Seven, offscreen.
Timing:	

EPISODE #

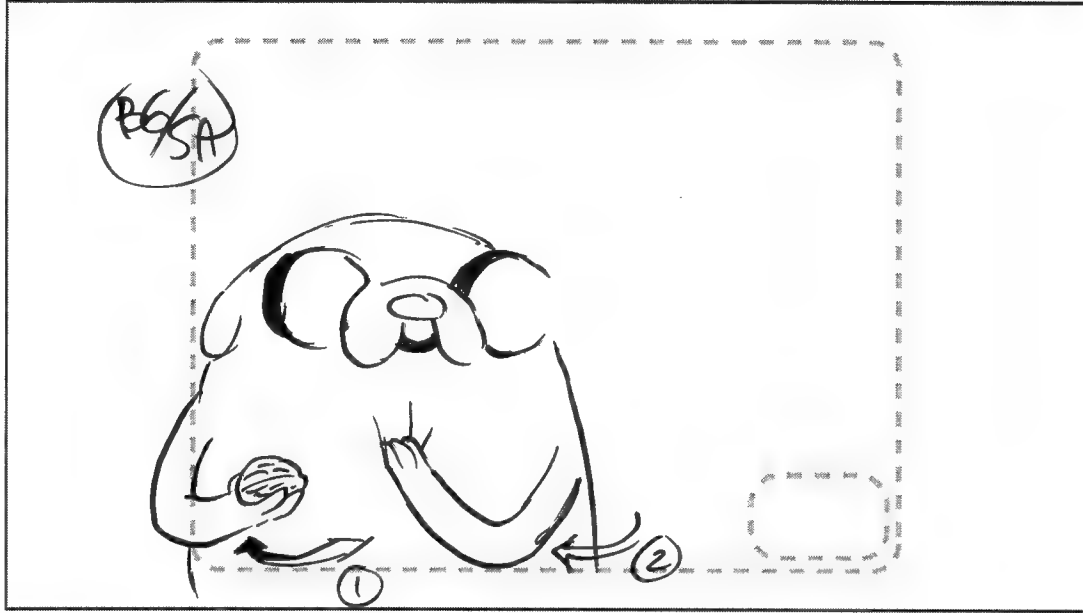
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

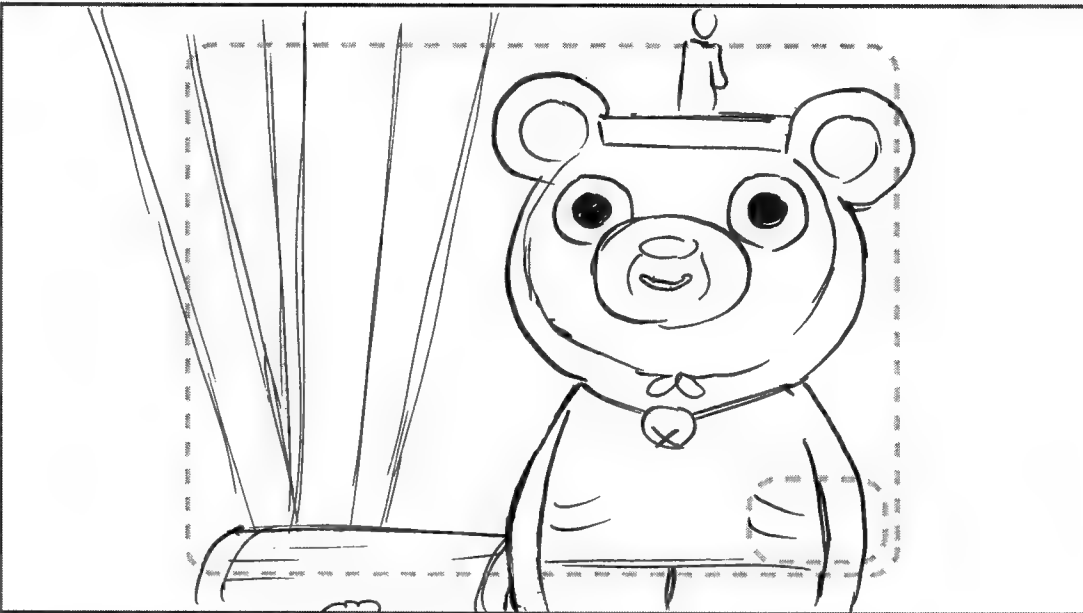
ADVENTURE TIME



Sc. 69 Pnl. C Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:	<p>JAKE → I'm Jake by the way.</p> <p>SEVEN: Hi Jake -- I'm 7718.</p>
Action:	
Timing:	

EPISODE #

Production :

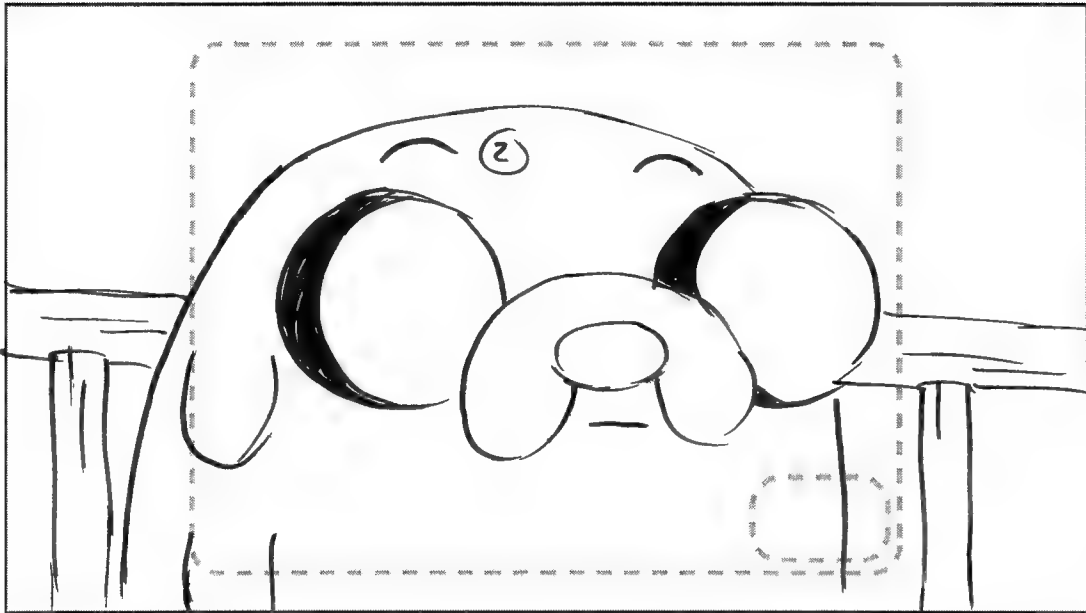
1025-193

© 2009 This material is the property of The Cartoon Movement, Inc. It is unpublished and must not be taken from the studio. Digitized or used in any manner except for production purposes, and may not be sold or transferred.

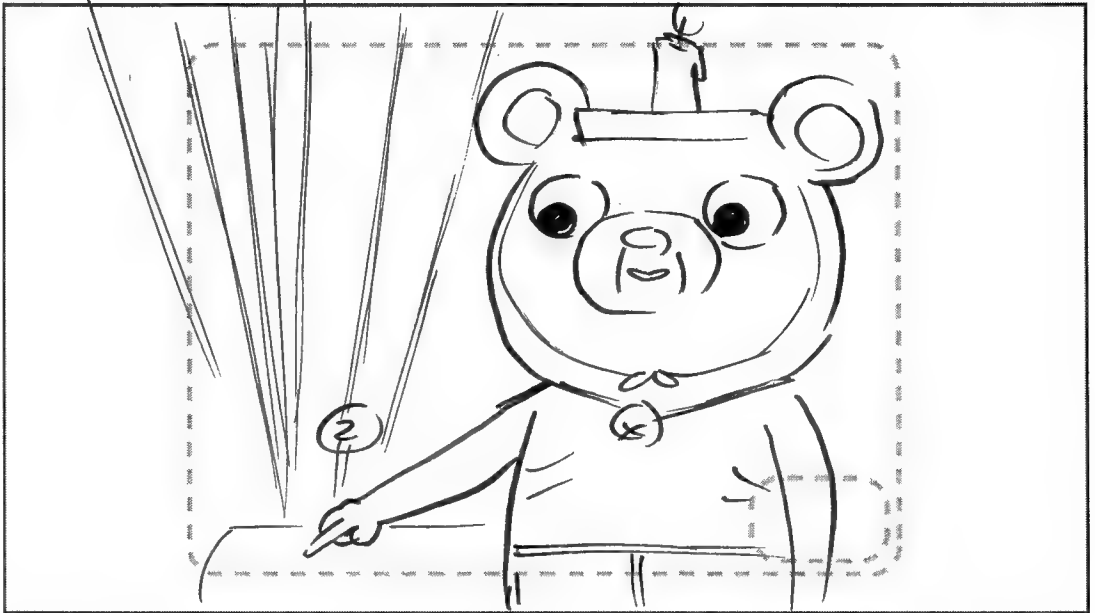
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night

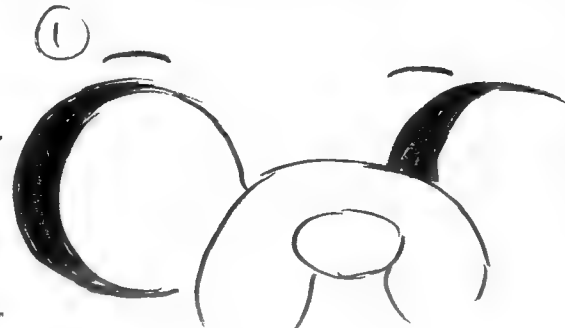


Sc. 72 Pnl. A Bg. day night



Dialog: (SEVEN) (OS) (3): Strange name, I know - but I'm pretty sure, →  
(ALT:) Strange name, right - but I'm pretty sure, →

(SEVEN) See I carved it in the floor when I first got down here, →

Action:  
Timing: 



EPISODE #

Production :

1025-193



Sc. 73 Pnl. A Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

(7005) → so I  
wouldn't  
forget.

- BEAT -

Action:

Timing:

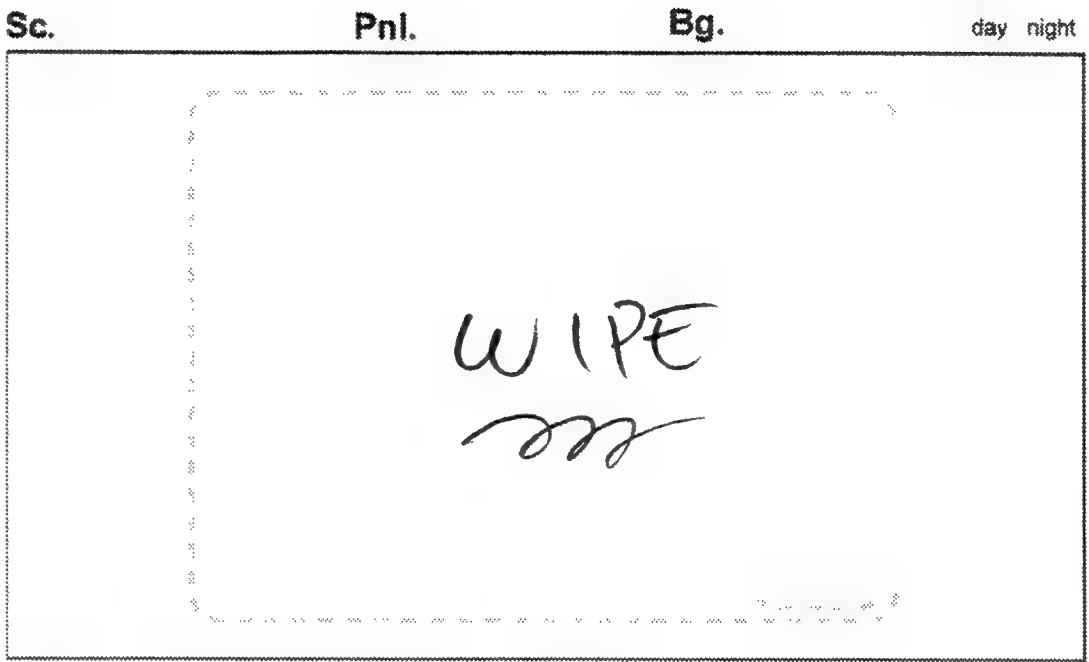
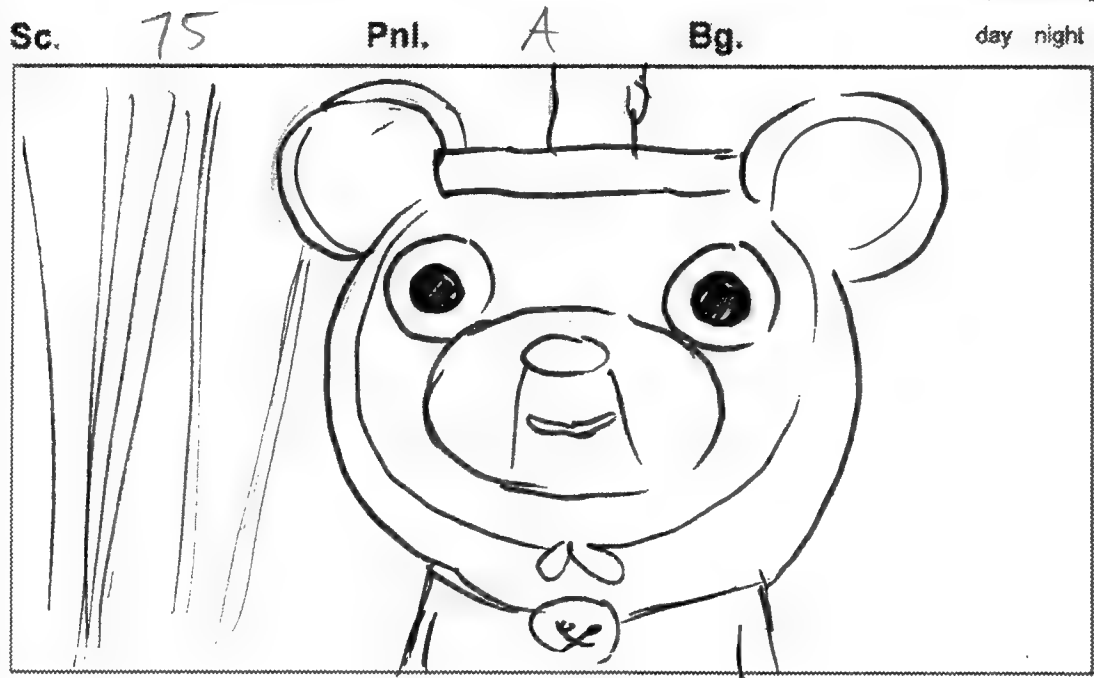


EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:	(7:) But you can call me 7 for short.
Action:	
Timing:	

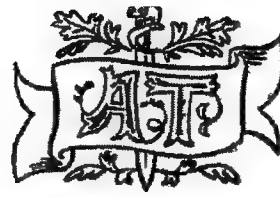
1025-193

EPISODE #

Production :

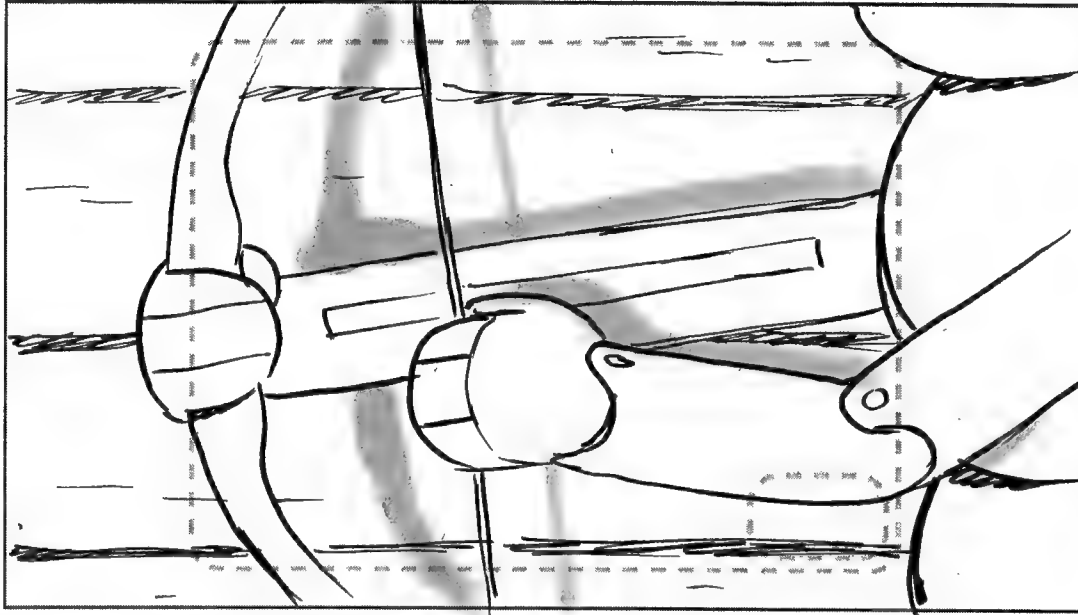
© 2009 Twentieth Century Fox Film Corporation. All rights reserved. This material is the property of Twentieth Century Fox Film Corporation. It is unlawful to copy, reproduce, or otherwise use this material in any way without the written permission of Twentieth Century Fox Film Corporation.

# ADVENTURE TIME

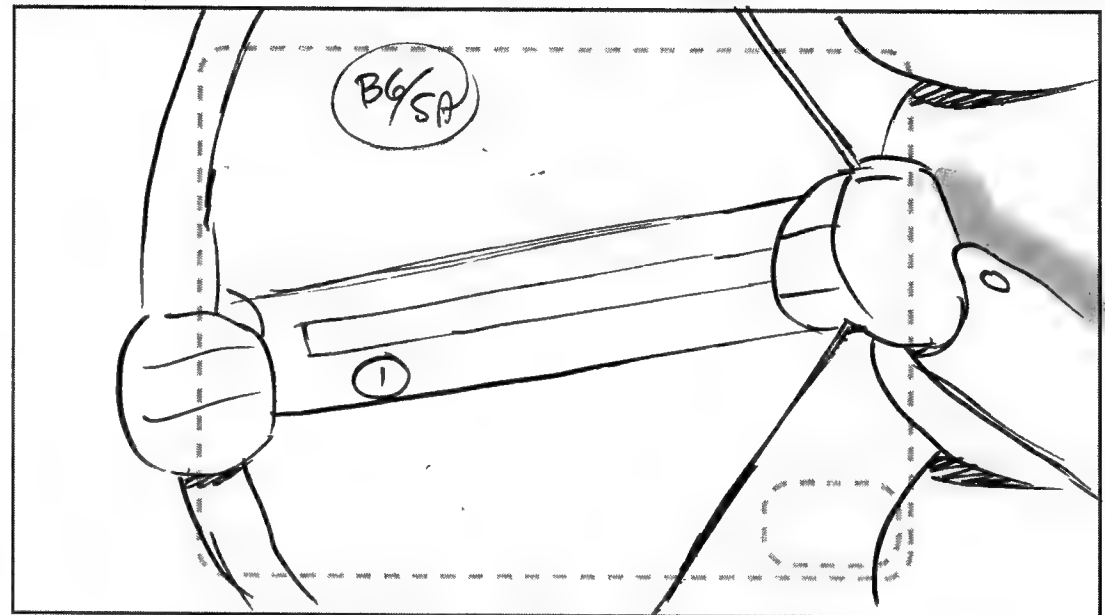


Page 82

Sc. 76 Pnl. A Bg. day night



Sc. 76 Pnl. B Bg. day night



Dialog:

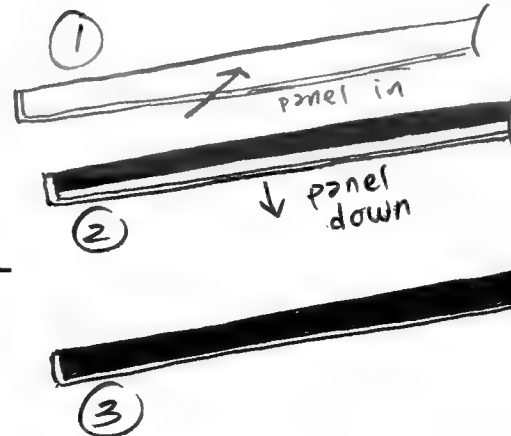
(SFX:) ♪ clock chiming throughout →

Action:

Timing:

(SFX:)

\* stretching bow string \*  
\* whirring and clicking clockwork gears \*



- panel mechanically retracts

EPISODE #

Production :

1025-193



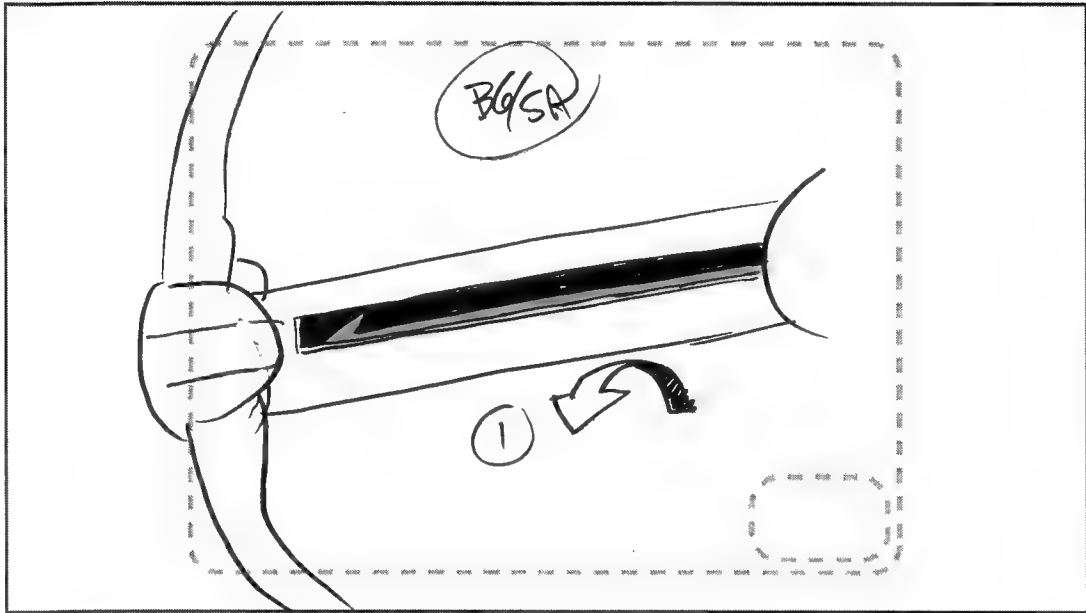
© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

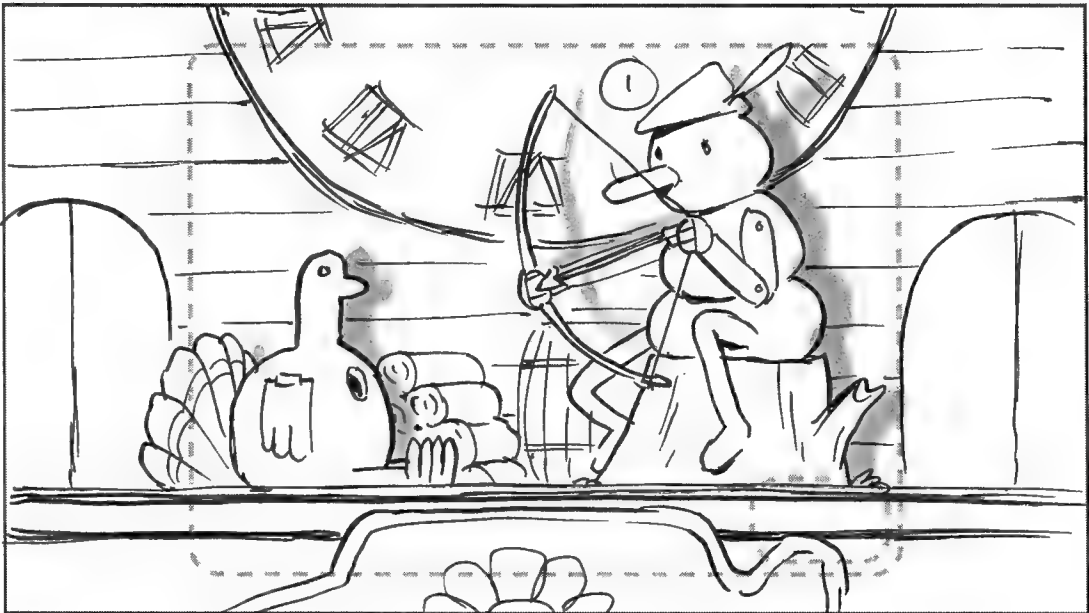


Page 83

Sc. 76 Pnl. C Bg. day night

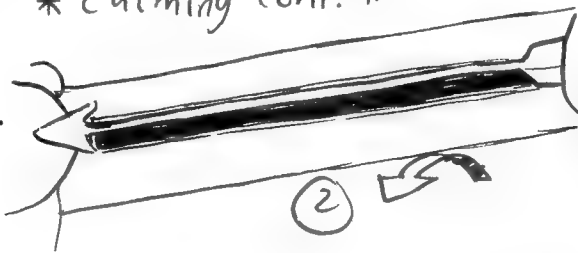


Sc. 77 Pnl. A Bg. day night



Dialog: (SFX) \*clicking + whirring\*  
\* chiming cont. \*

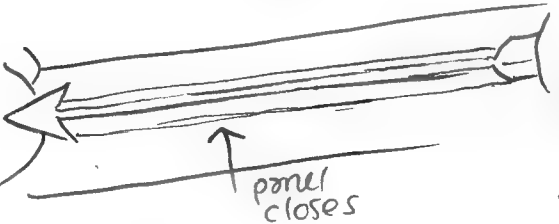
Action:



(1) and (2) are  
one motion)

⌚ CLOCK: 11:00

Timing:



- Arrow is mechanically positioned into bow  
by unseen mechanism.

EPISODE #

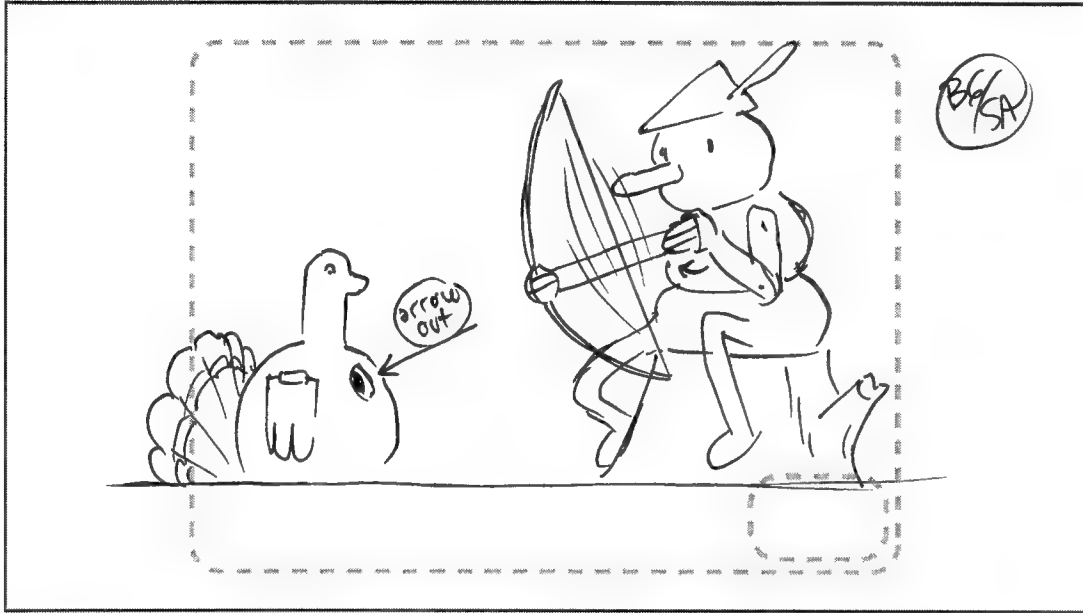
Production :

1025-193

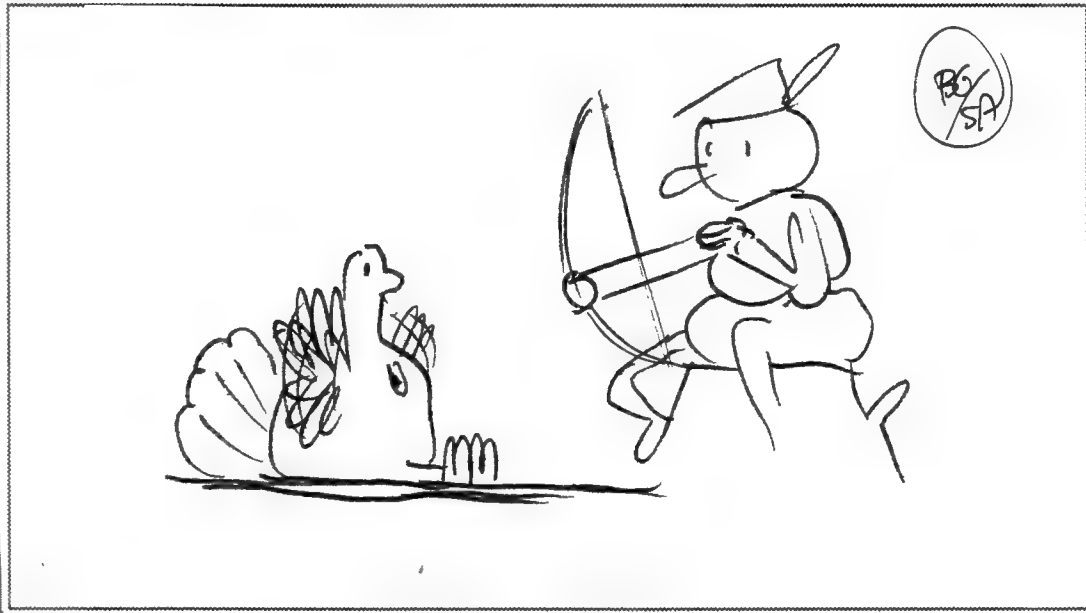
ADVENTURE TIME



Sc. 77 Pnl. B Bg. day night



Sc. 77 Pnl. C Bg. day night



Dialog: SFX: \*TWANG\* clink rattle clink clink\*  
(arrow bouncing around inside hollow turkey)

SFX: \*mechanical flapping noises\*

Action: - Archers hand opens, releasing bow string  
- Arrow flies into hole on turkey's chest.

- Turkey mechanically flutters its wings.

Timing:

EPISODE #

Production :

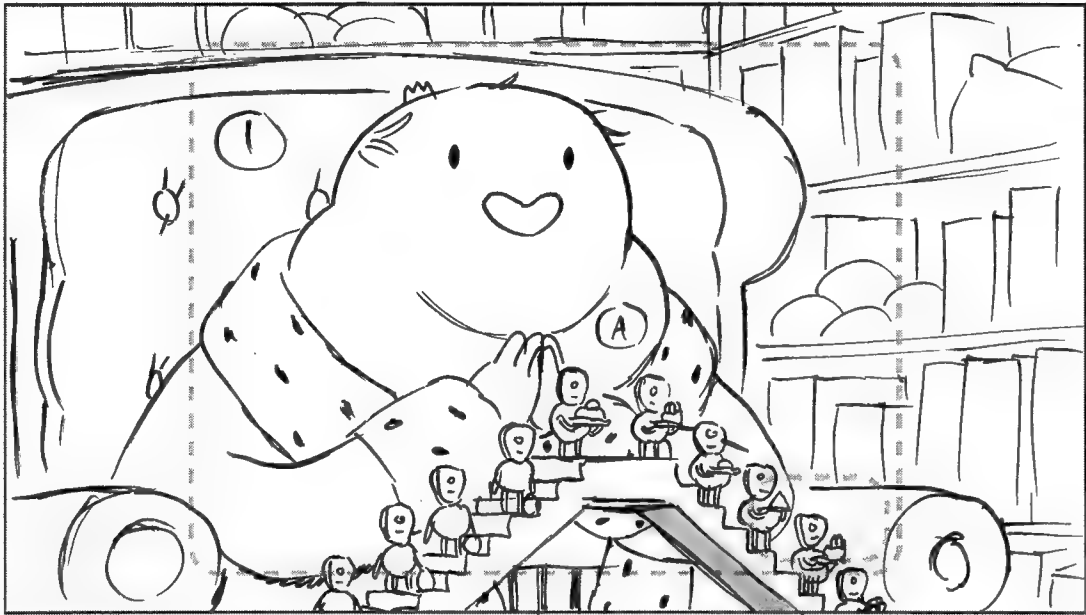
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

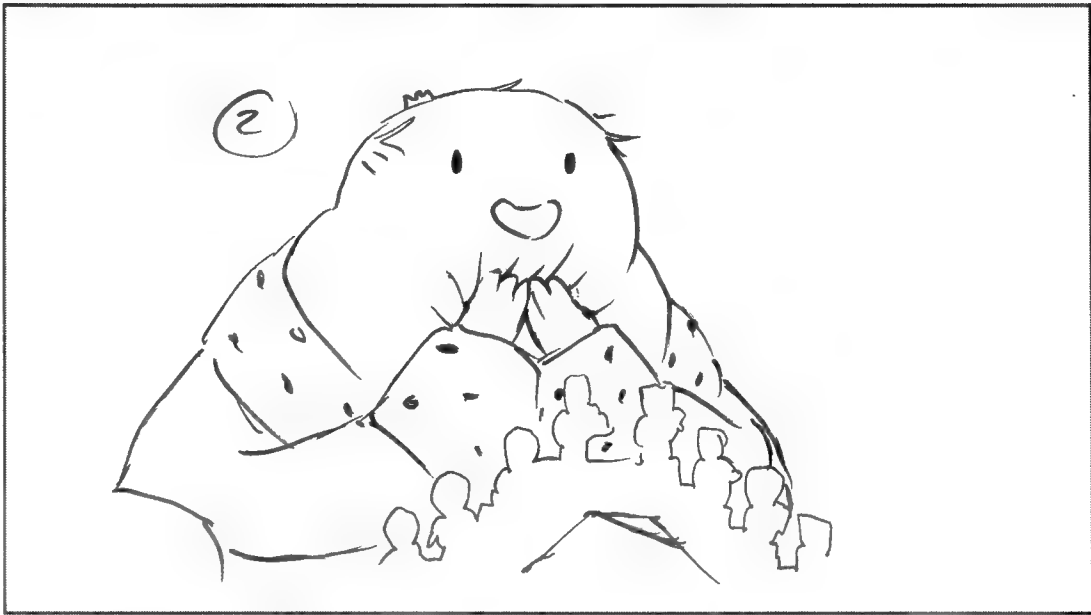
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night

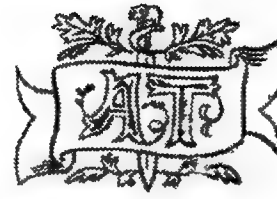


Dialog:	(KH:) ① Oh ho ho! —————→ So marvelous!
Action:	ABABABABAB (fast clapping)
Timing:	- King claps excitedly

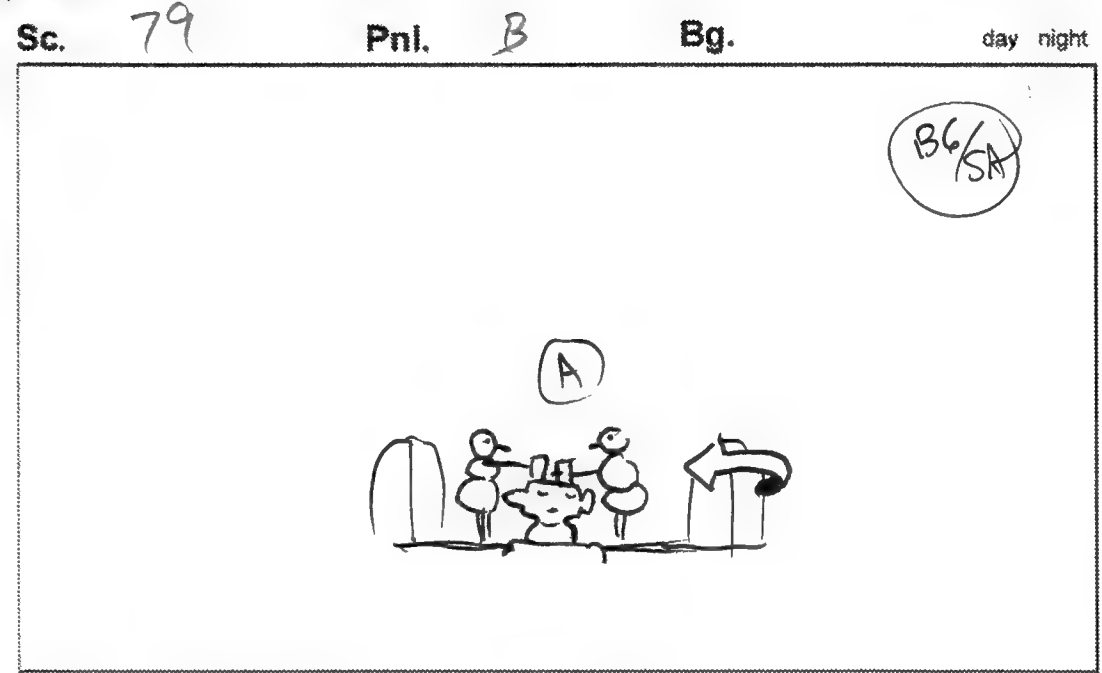
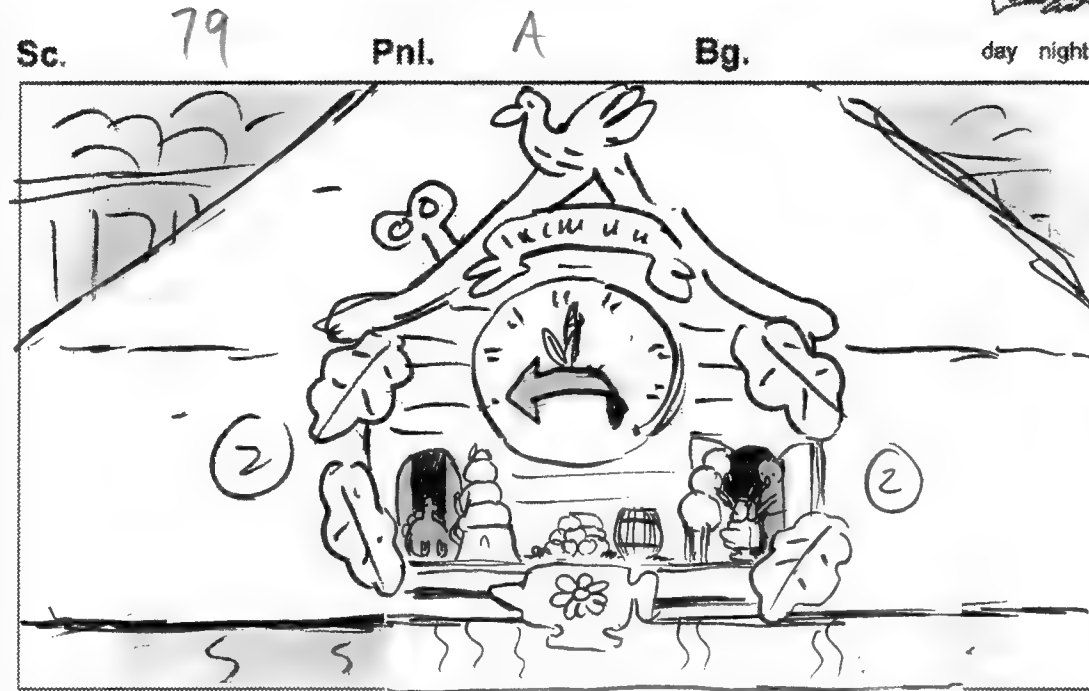
EPISODE #

Production :

# ADVENTURE TIME



86  
Page



Dialog: (KH) (OS)

Là là... oh!

Action: (1)

Timing:

- Archer rotates out
- new Automotons (blacksmiths) rotate in.

\* chiming \* →

(B) (D)

(C)

(A) (C) (A) (C) (B)

- Blacksmiths hammer anvil

(V) CLOCK: 11:00

EPISODE #

Production :

1025-193

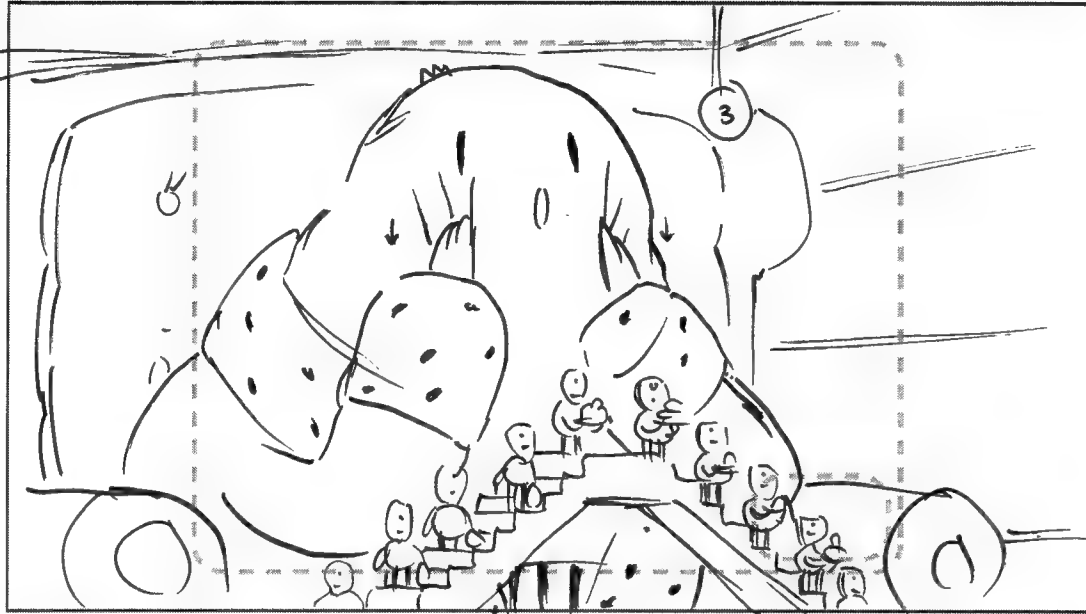
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

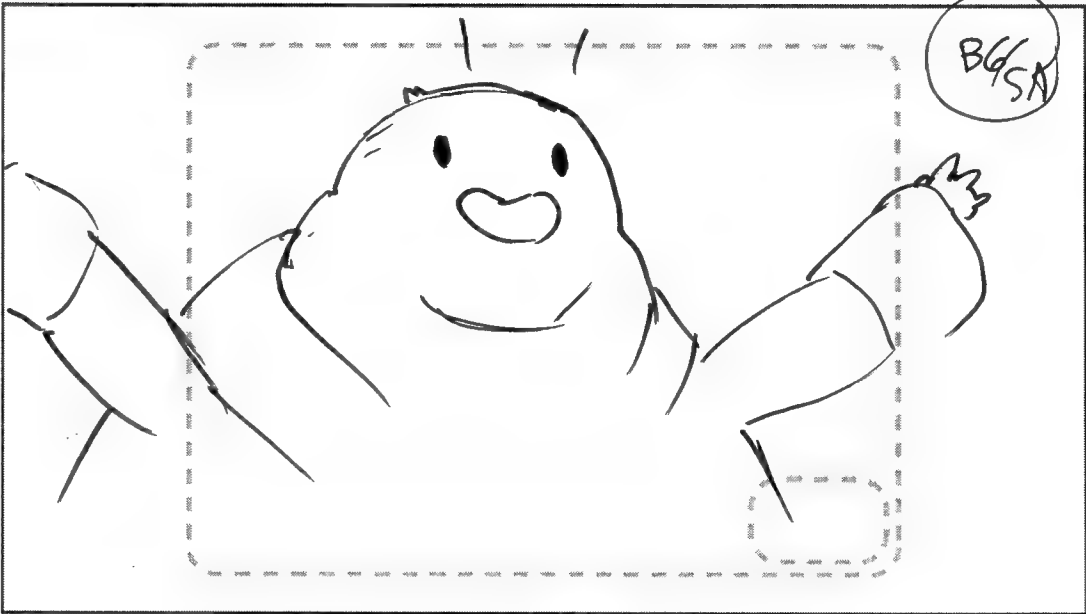


Page 87

Sc. 86 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog: (KH) (2) Ohhhh!! —————> Haha!  
(SFX:) < \* chiming \* >

Action:

Timing:



EPISODE #

Production :

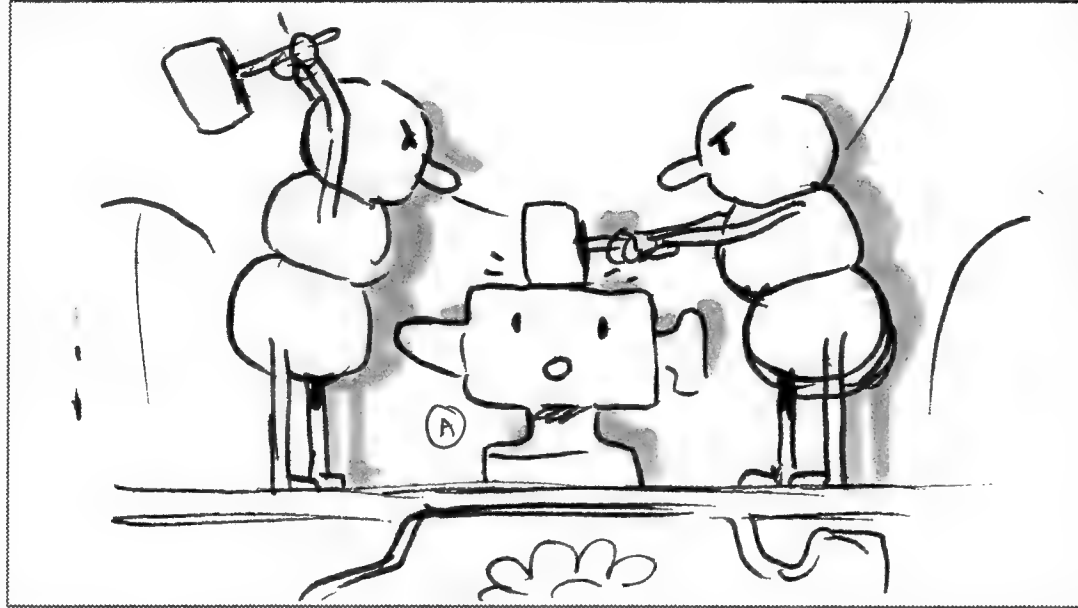
1025-193

# ADVENTURE TIME

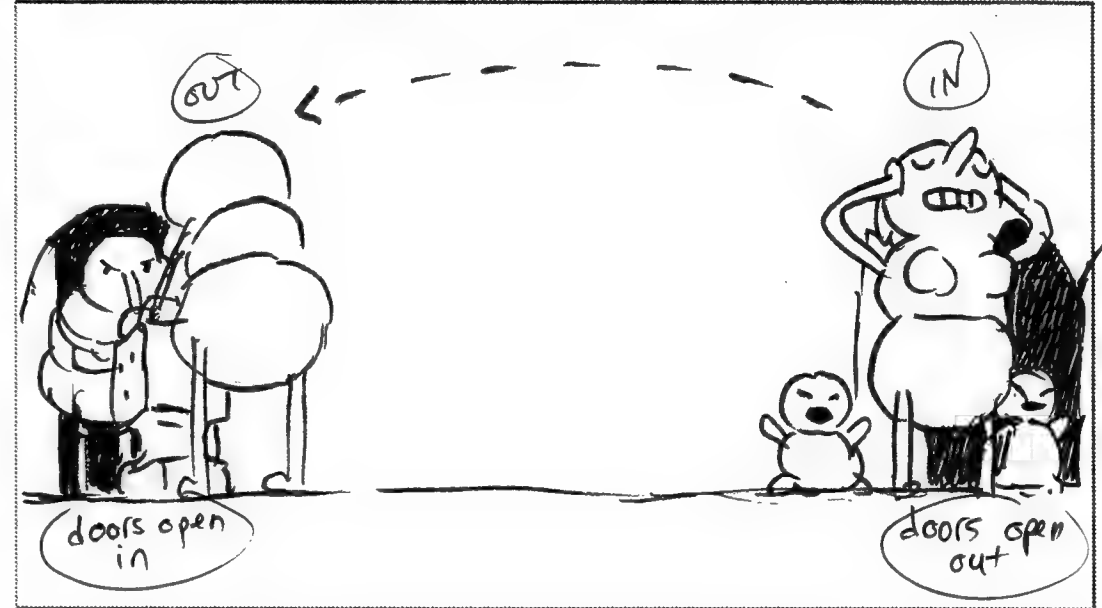


88  
Page

Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:

(KH:) \*laughing w/glee\*

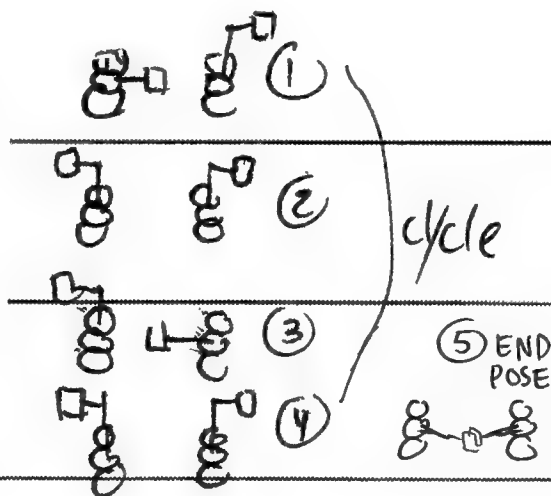
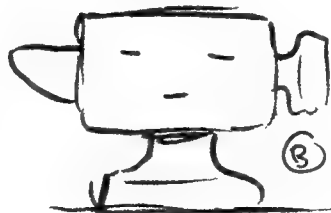
Sfx \*: chimes

\* clink clink clink \*

Action:

- Blacksmiths hammer snail.
- eyes + mouth open

Timing: with each impact.



\* whirring  
gears  
etc. \*

- new automations rotate in.

EPISODE #

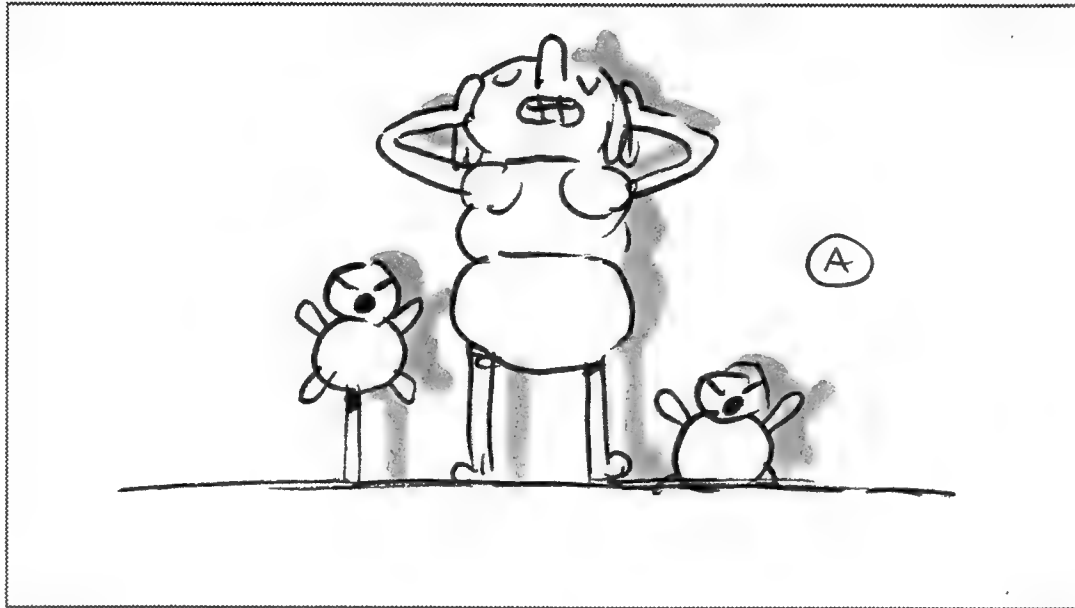
Production :

1025-193

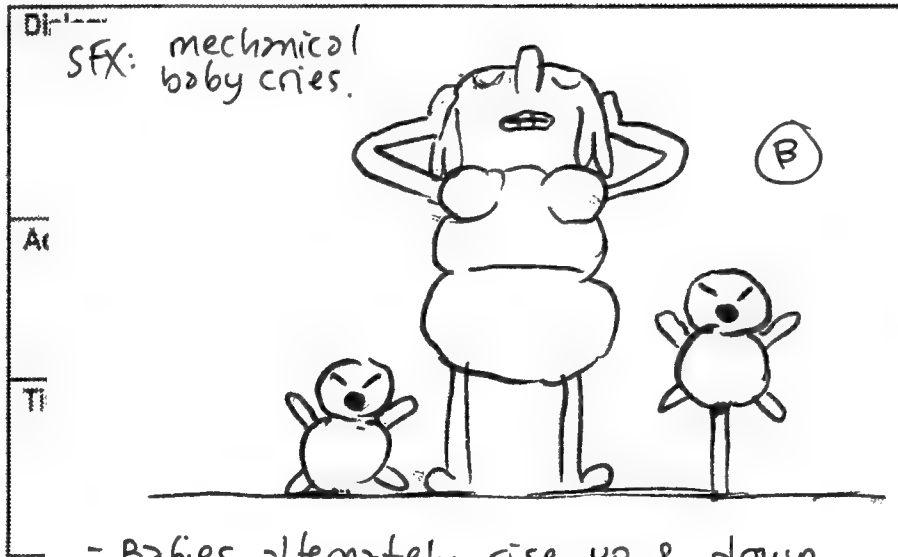
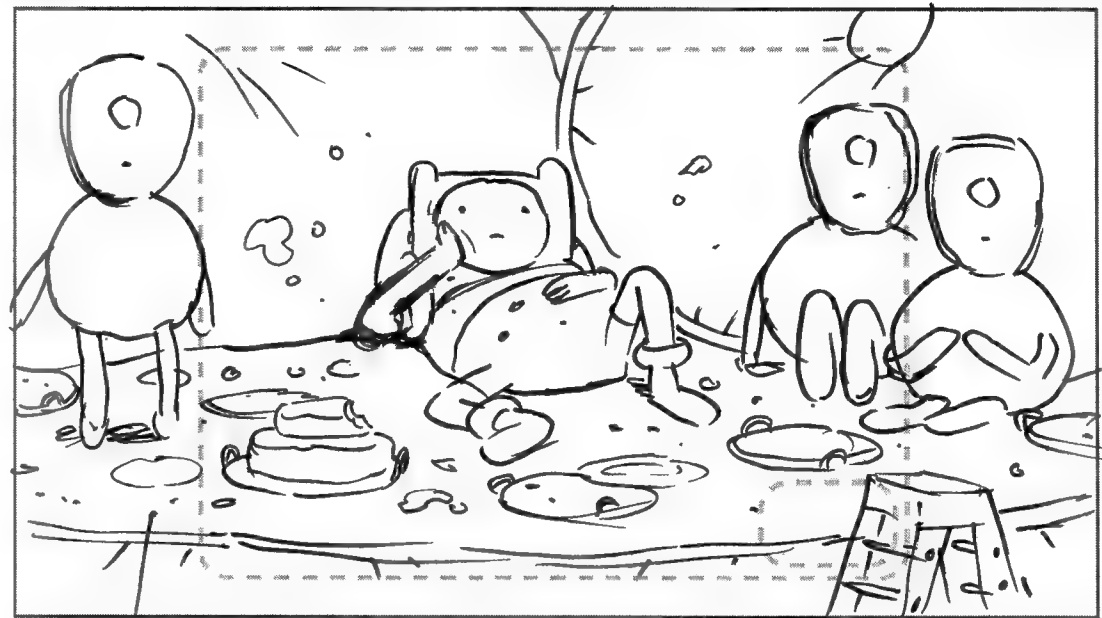
# ADVENTURE TIME



Sc. 81 Pnl. C Bg. day night



Sc. 82 Pnl. A Bg. day night



- Babies alternately rise up & down.

SFX: \* music dies down \*

plates, trays and food. Make sure to show some TRAYS.

EPISODE #

Production :

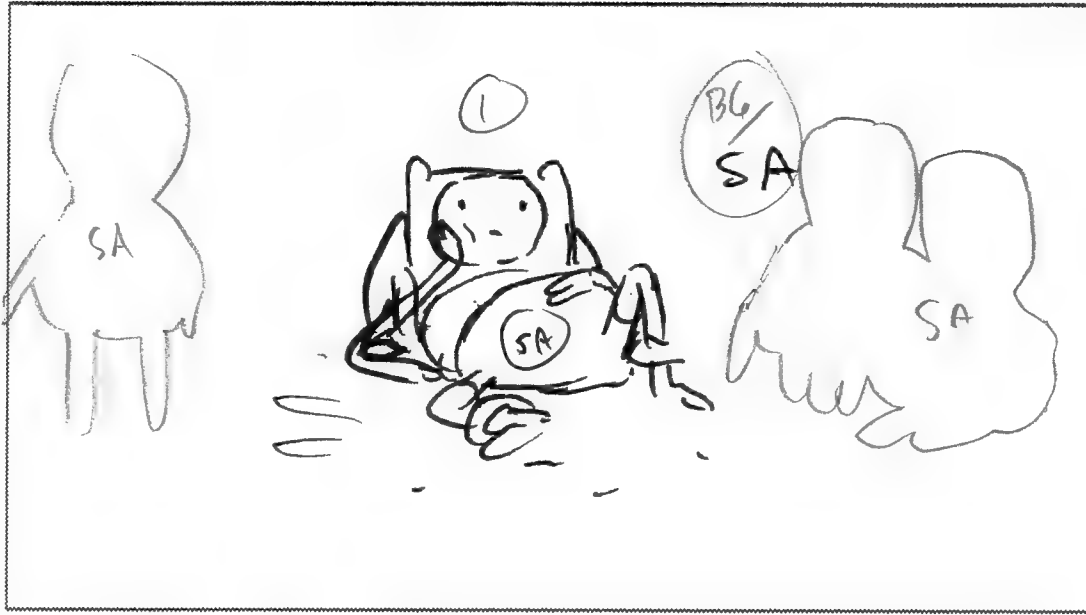
1025-193

ADVENTURE TIME

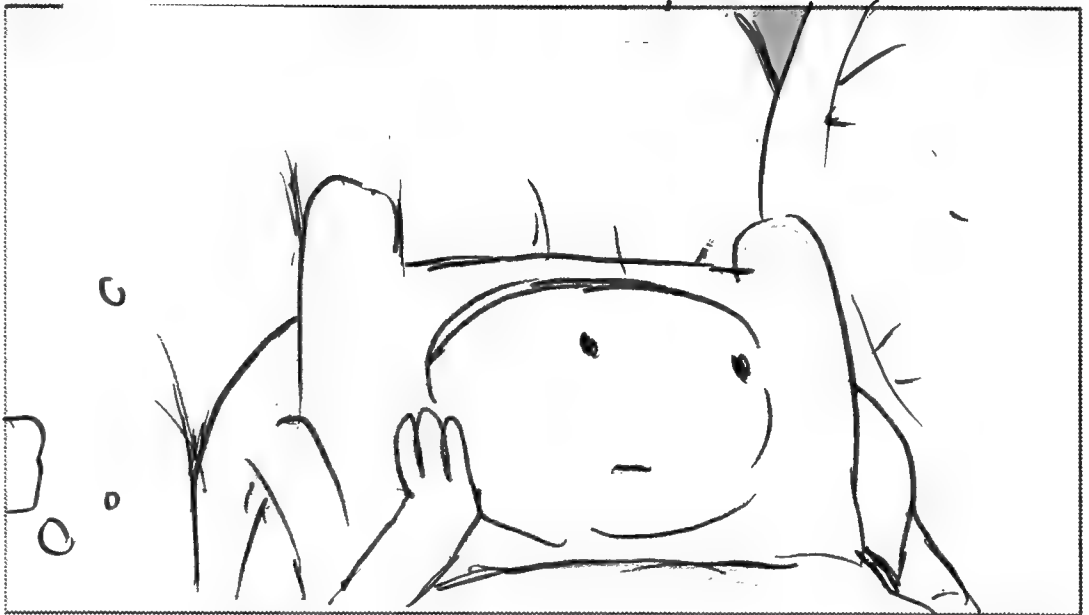



90  
Page

Sc. 82 Pnl. B Bg. day night



Sc. 83 Pnl. A Bg. day night



Dialog:	(KH)OS (catching breath)
Action:	haha-oh --- oh my.. - Finn looks over at King Huge
Timing:	

1025-193  
EPISODE #  
Production :

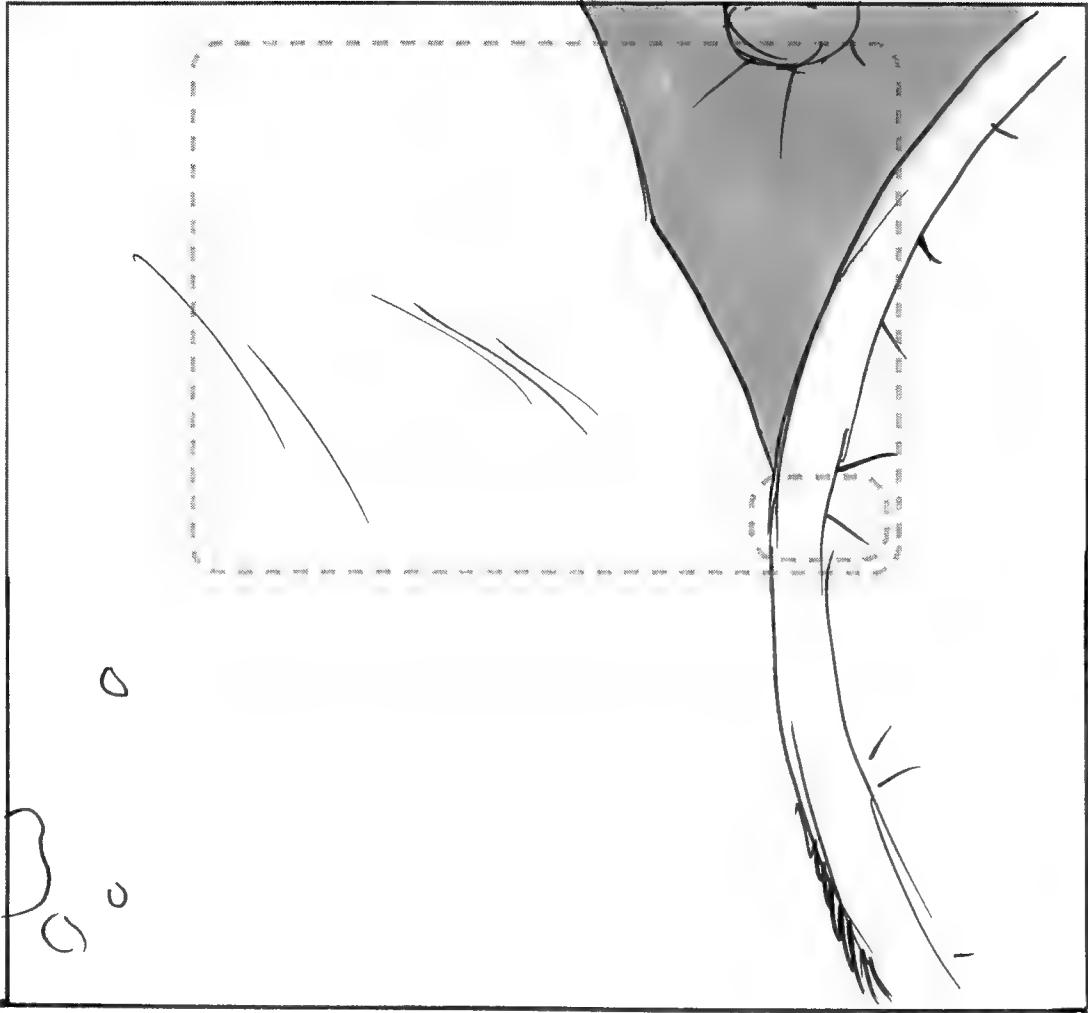


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 83 Pnl. BG B Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

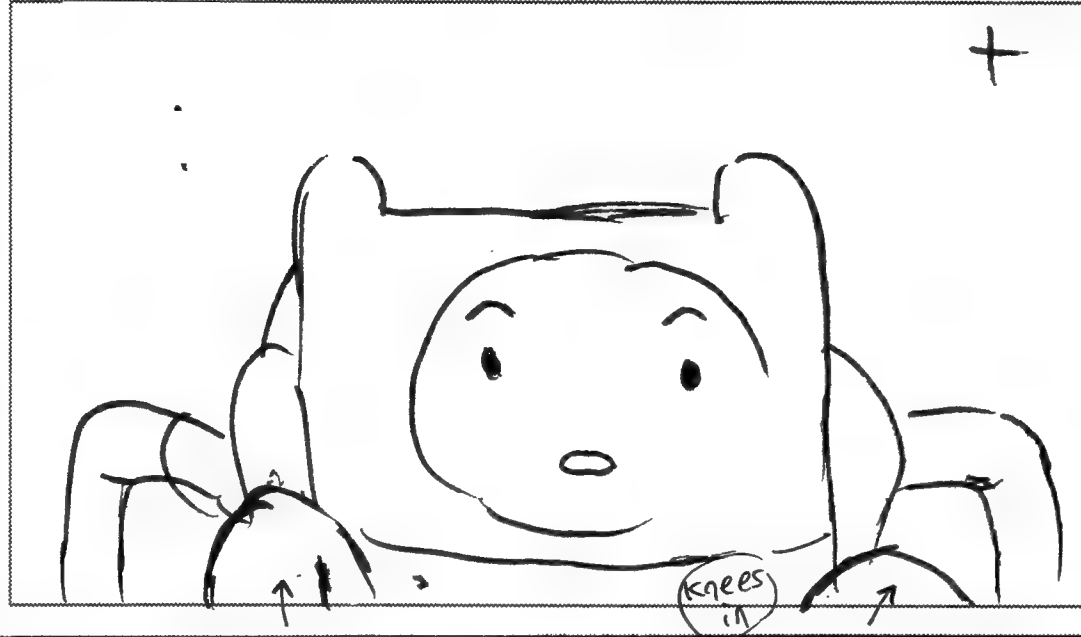
1025-193

# ADVENTURE TIME

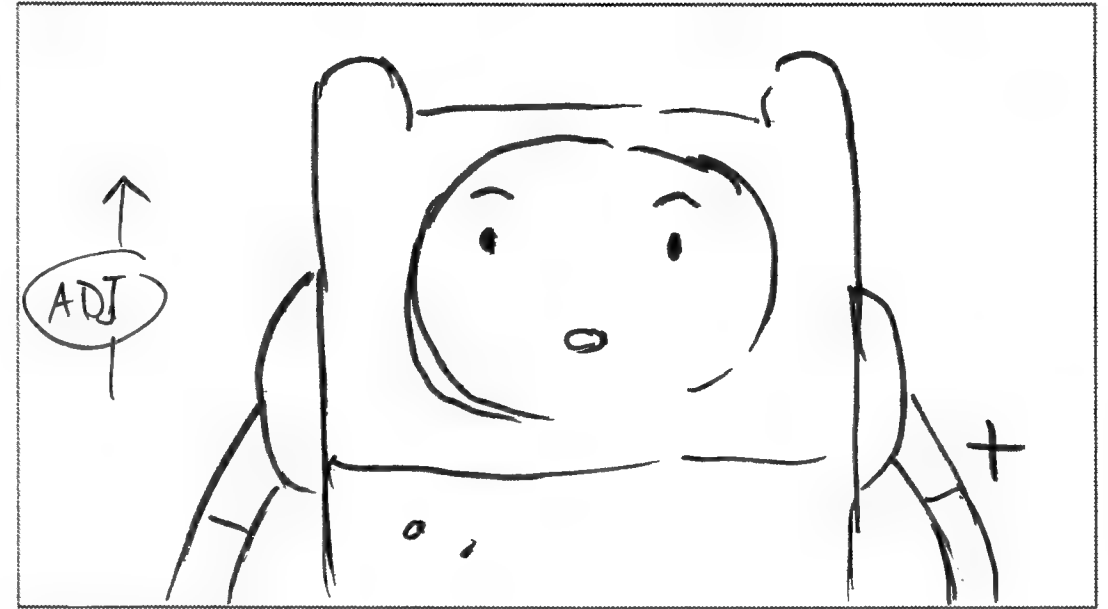


Page 92

Sc. 83 Pnl. C Bg. day night



Sc. 83 Pnl. D Bg. day night



Dialog:	<p>(F:) Well, that was actually pretty cool - but I should probly get going.</p>
Action: - Finn stands up.	
Timing:	

EPISODE #

Production :

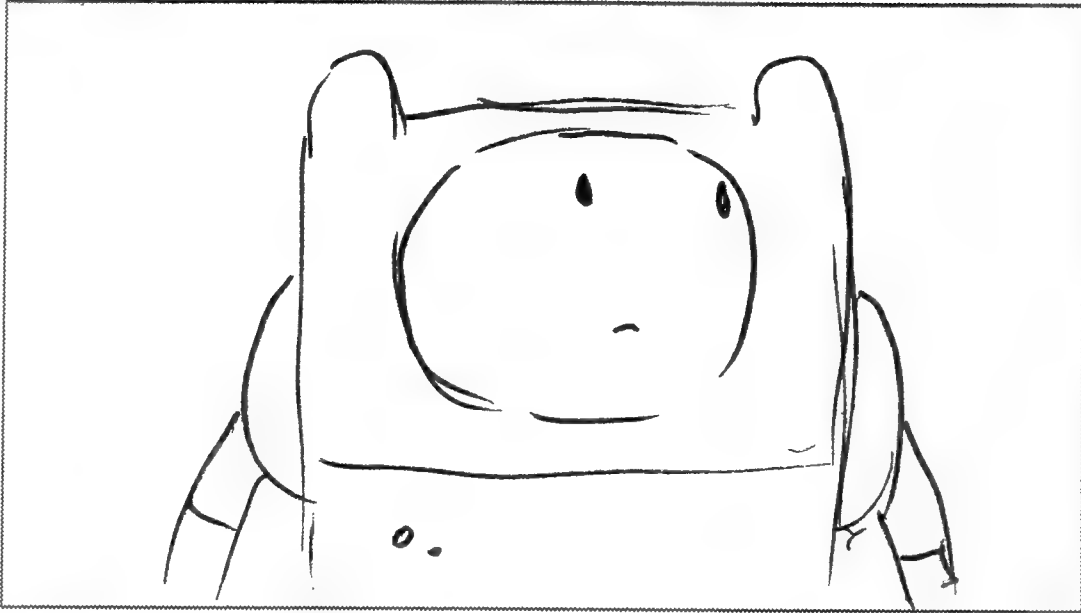
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

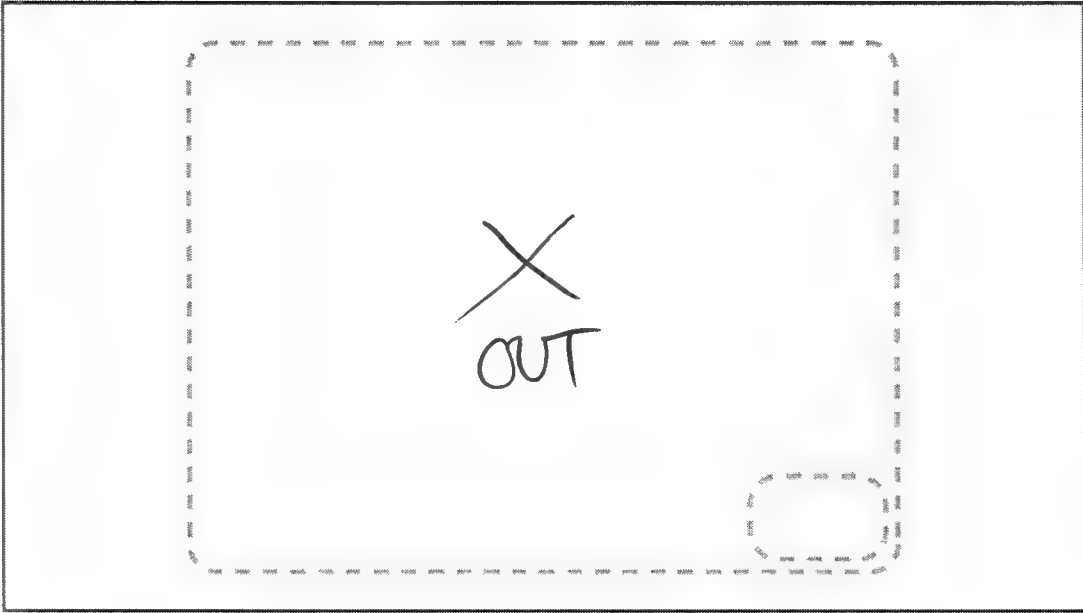
# ADVENTURE TIME



Sc. 83 Pnl. E Bg. day night



Sc. Pnl. Bg. day night

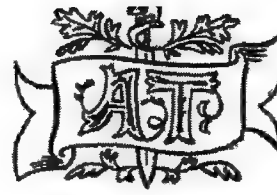


Dialog:	(KH) (OS) WHUUUT!?
Action:	
Timing:	

EPISODE #

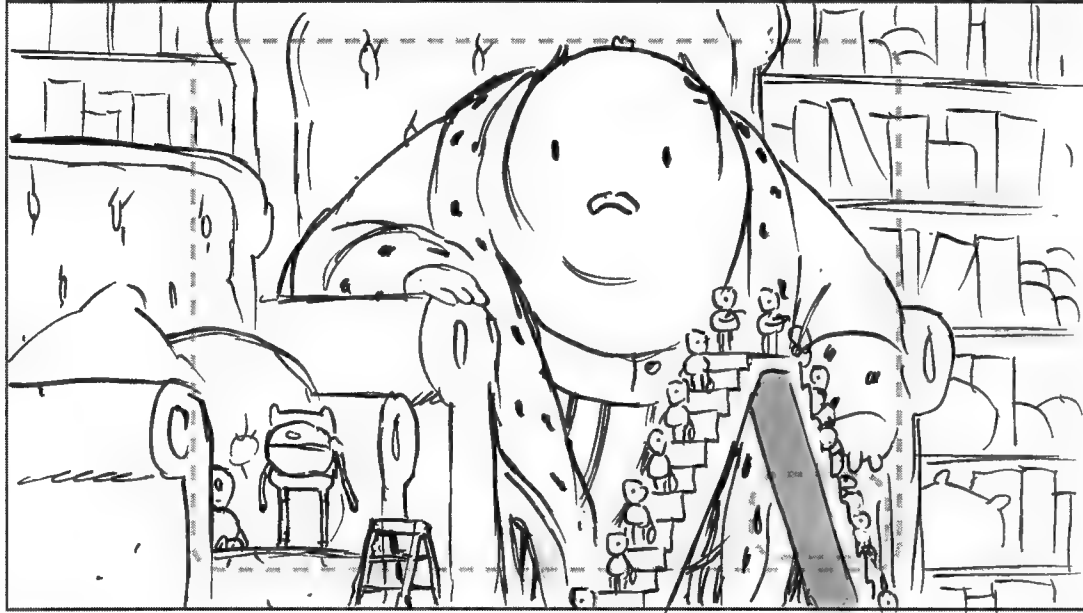
Production :

# ADVENTURE TIME



Page 94

Sc. 84 Pnl. A Bg. day night



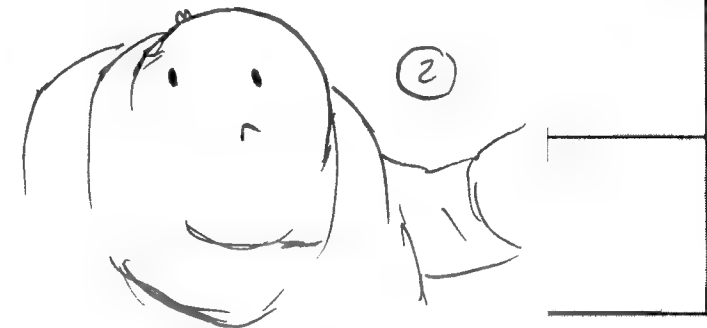
Sc. 84 Pnl. B Bg. day night



Dialog: (KH) But how can you leave now? —→ ① the clock is set to chime again in merely an hour's time! ②

Action: -KH gestures towards clock.

Timing:



EPISODE #

Production :

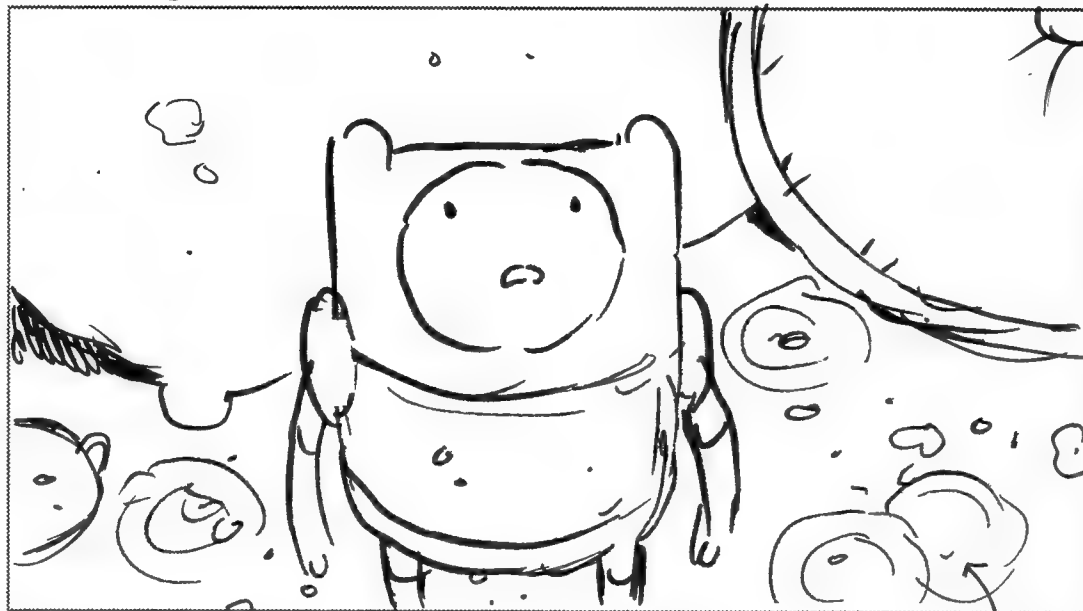
1025-193

# ADVENTURE TIME

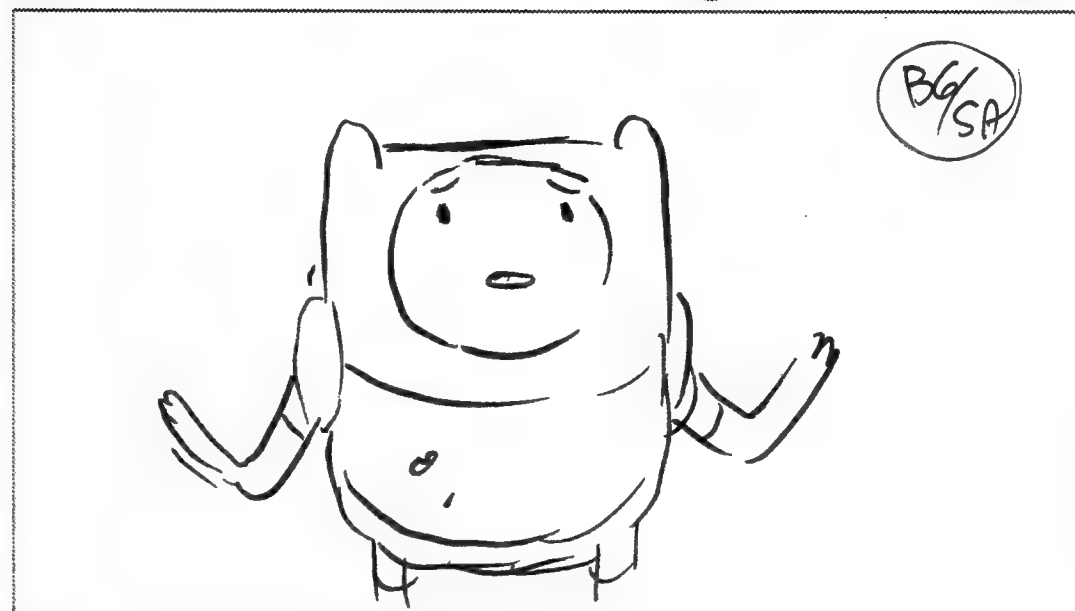


Page 95

Sc. 85 Pnl. A Bg. day night



Sc. 85 Pnl. B Bg. day night



Dialog:

(F) Okay but, I  
feel like Jake  
shoulda been  
here by now..

plates  
and  
trays and  
food

(F) What if he's  
lost? or hurt?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



96

Page

Sc.

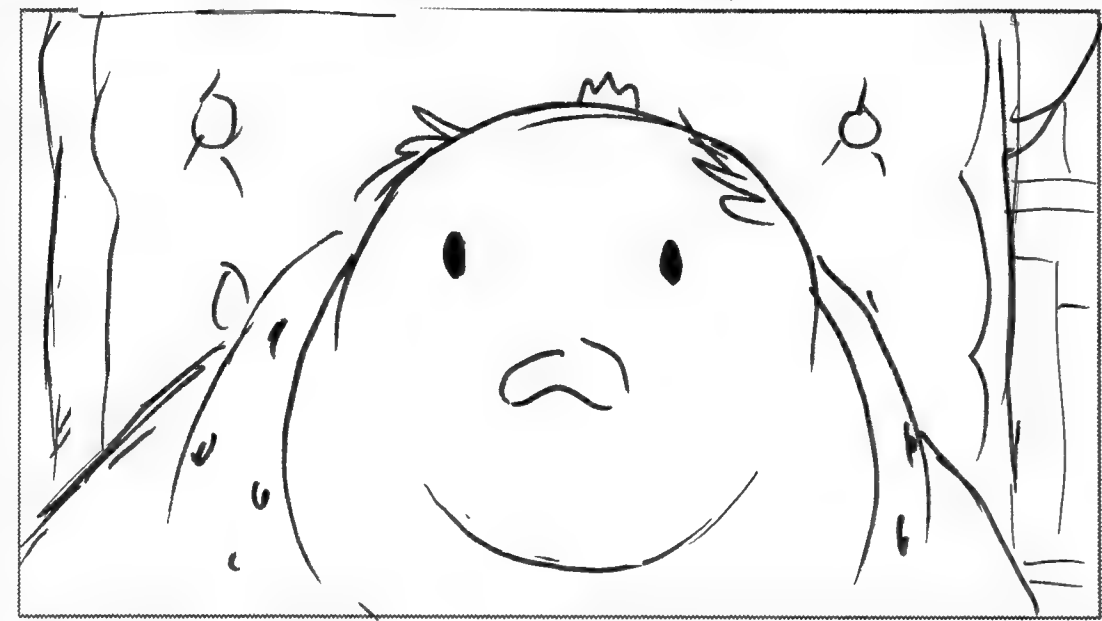
86

Pnl.

A

Bg.

day night



Sc.

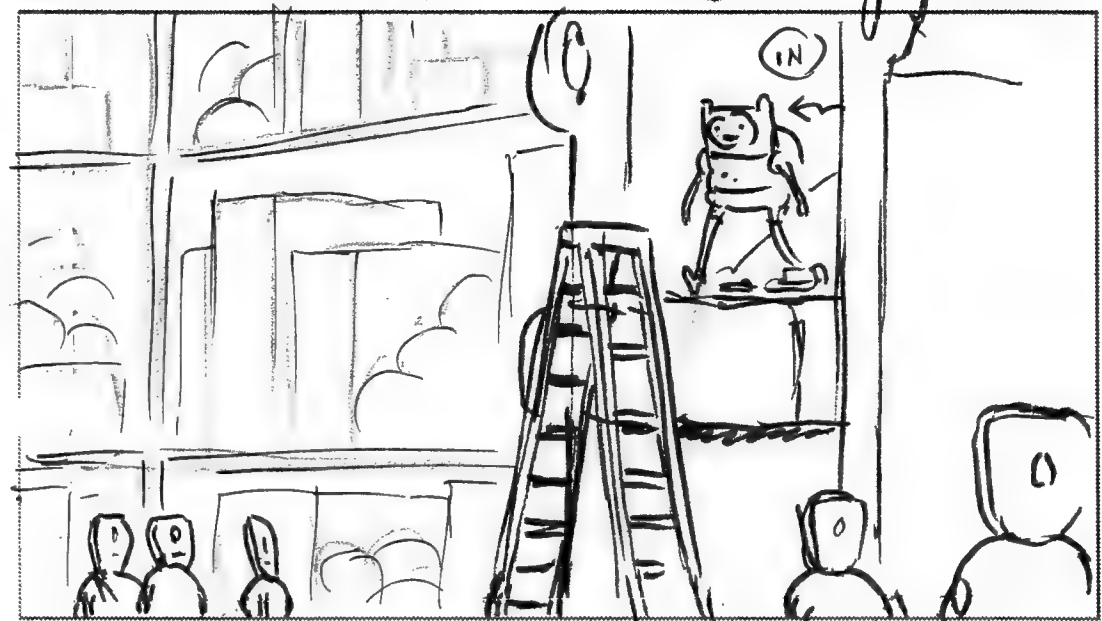
87

Pnl.

A

Bg.

day night



Dialog:

(KH) But.. this is not the huge Kingdom way...

Action:

Timing:

(F:) sorry man, I got muh mind made up.



EPISODE #

Production :

1025-193

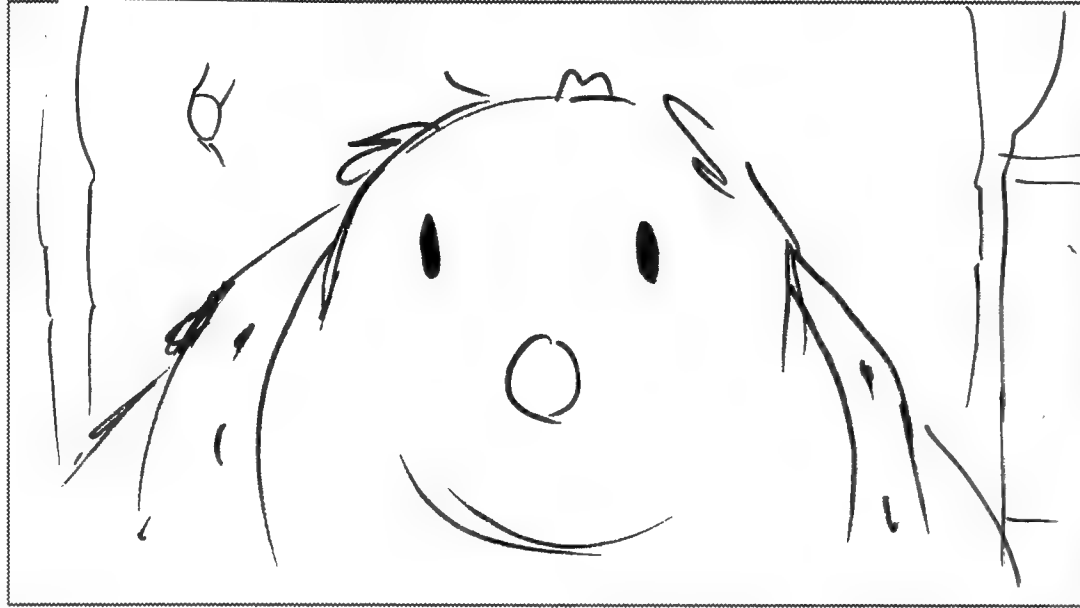
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or sold in any manner, except for production purposes, and may not be used as a trademark.

# ADVENTURE TIME



Page 97

Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog:

(KH) \* GASP \*

Action:

(F:) Thanks for the food though.

Timing:

EPISODE #

Production :

1025-193

# ADVENTURE TIME



98

Page \_\_\_\_\_

Sc.

88

Pnl.

C

Bg.

day night



Sc.

88

Pnl.

D

Bg.

day night



Dialog:

(KH) FOODBOYZ!!

→ seize the child!

Action:

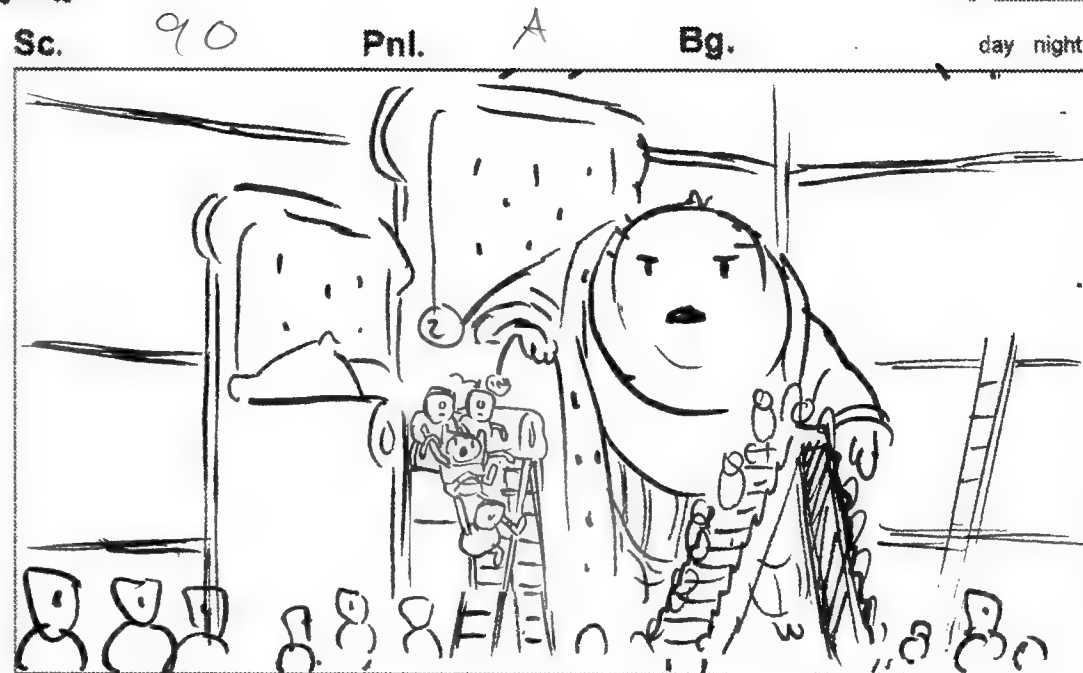
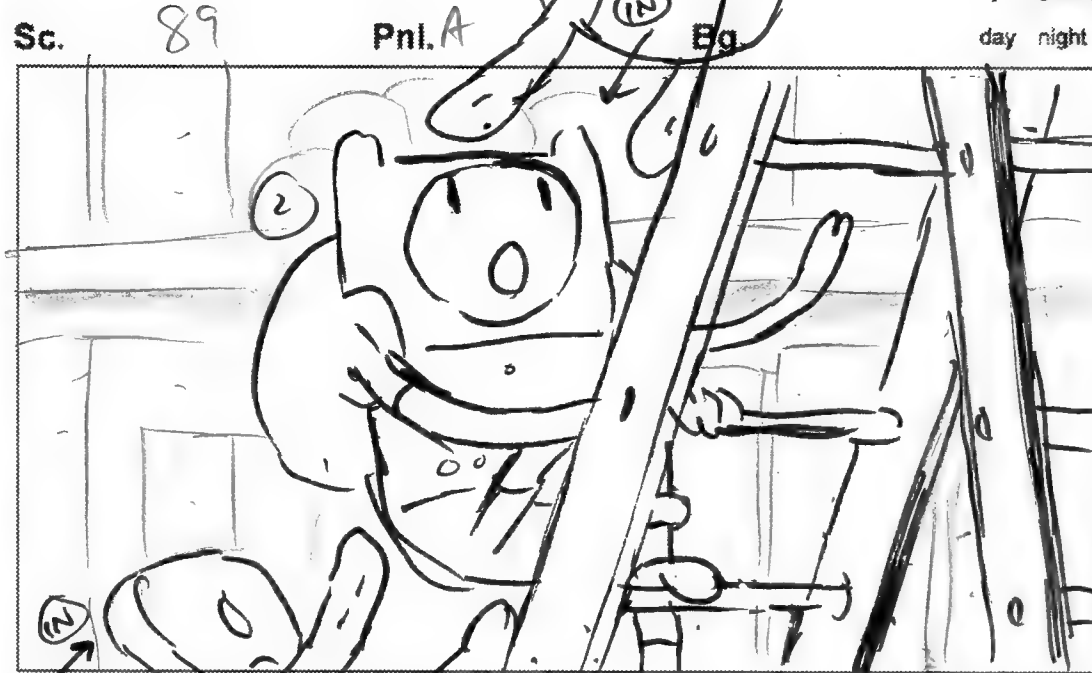
Timing:

EPISODE #

Production :

1025-195





Dialog:	(F:) AH!	(SP)	(F:) AAHH!!!
Action:			(KH:) I'm sorry son but this is for your own good.
Timing:			- Food Boyz grab Finn and pull him up ladder

EPISODE #

Production :

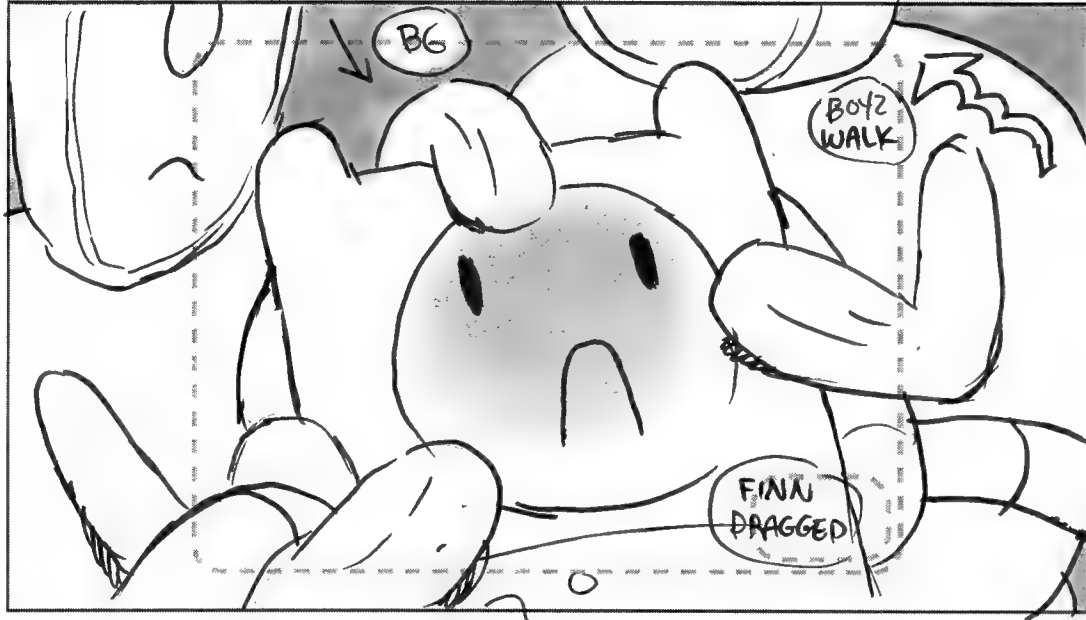
1025-193

# ADVENTURE TIME

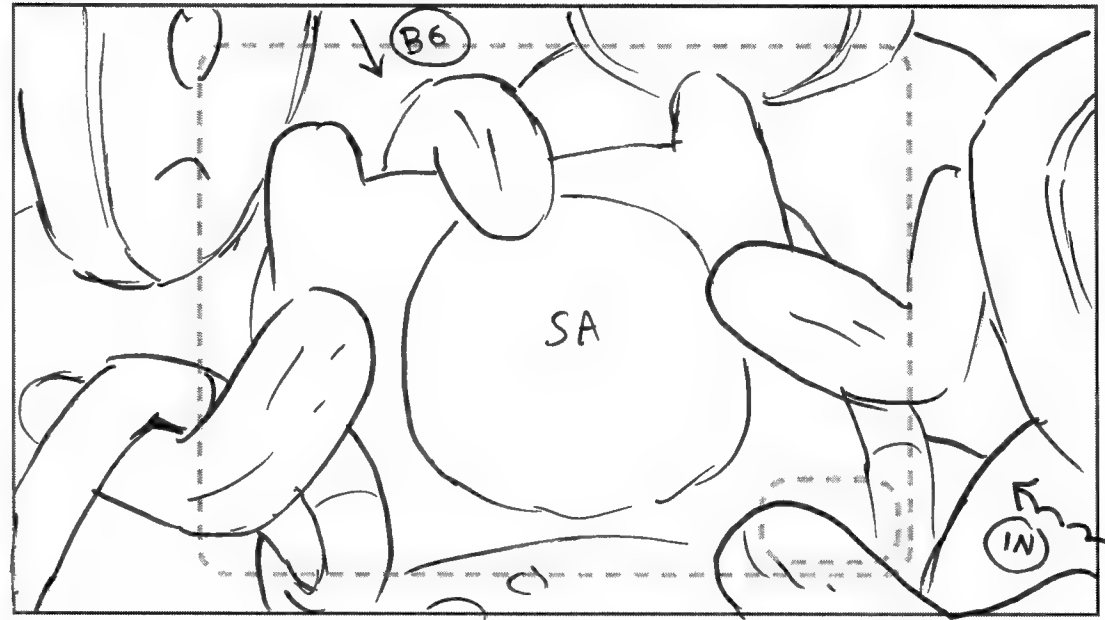


Page 100

Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night

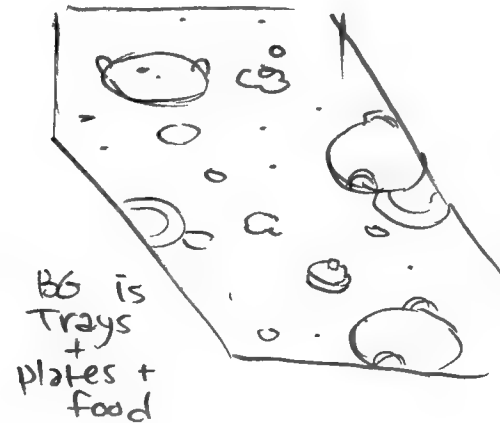


Dialog: (KH) (OS) If you just stay put, all you need will come to you in time, →

Action: - Finn is dragged along by Food Boyz

Timing:

→ like it has unto me.



EPISODE #

Production :

1025-193

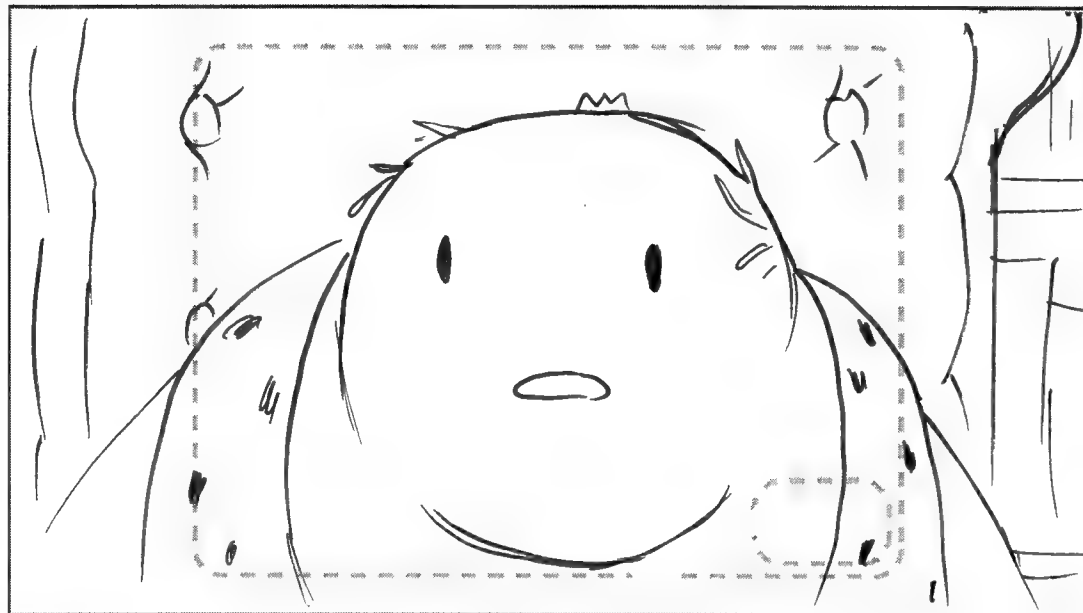
c. 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

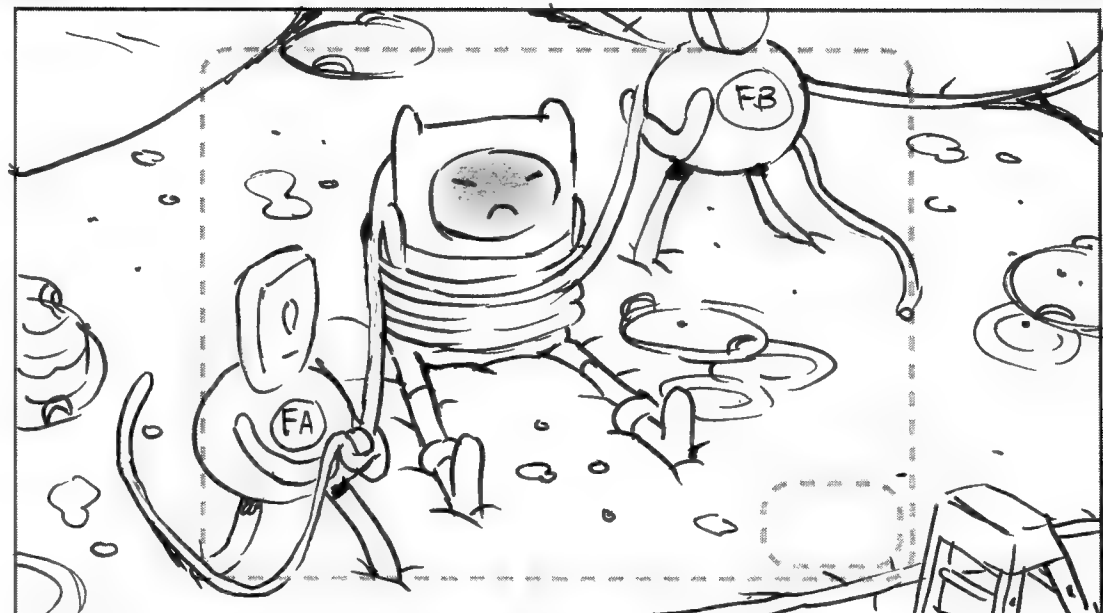


Page 101

Sc. 92 Pnl. A Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

(KH) But you must sit , you must wait.

(KH)(OS) (with Relish) Yes, yes - tie him up with normal spaghetti -

Action:

- Food Boyz walk around Finn, wrapping him up w/ spaghetti.

Timing:

EPISODE #

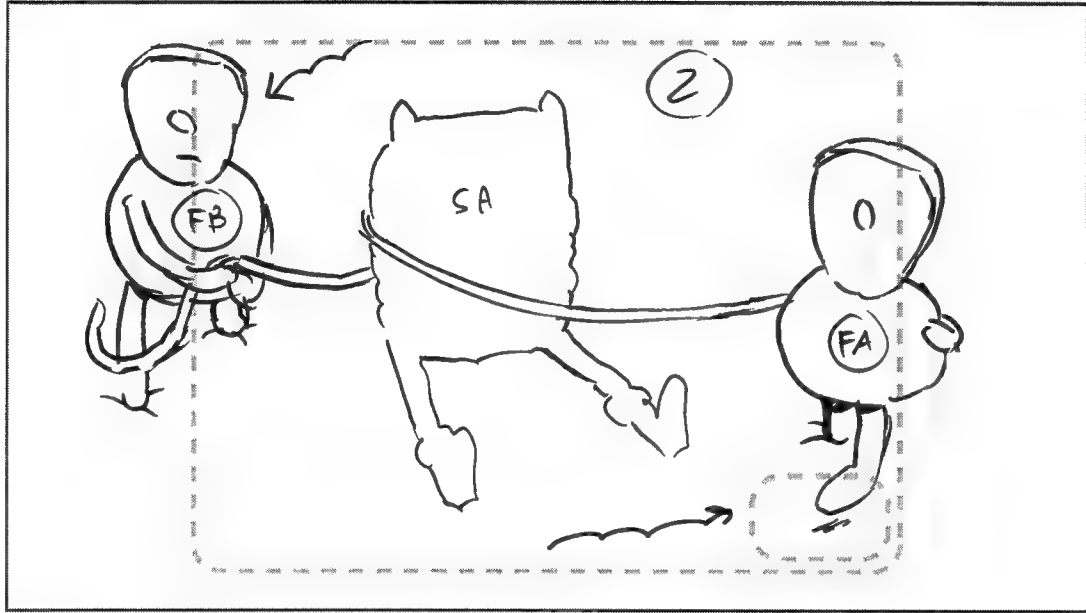
Production :

1025-193

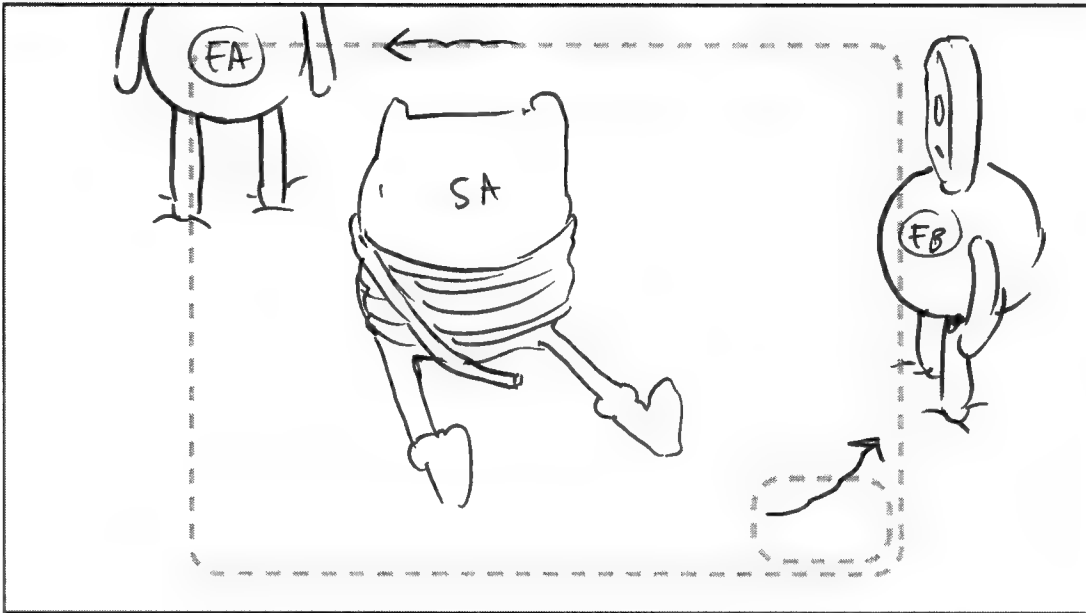
ADVENTURE TIME



Sc. 93 Pnl. B Bg. day night



Sc. 93 Pnl. C Bg. day night



Dialog:	(KH) OS → haha, yes- → and bring him food, yes! →
Action:	
Timing:	

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

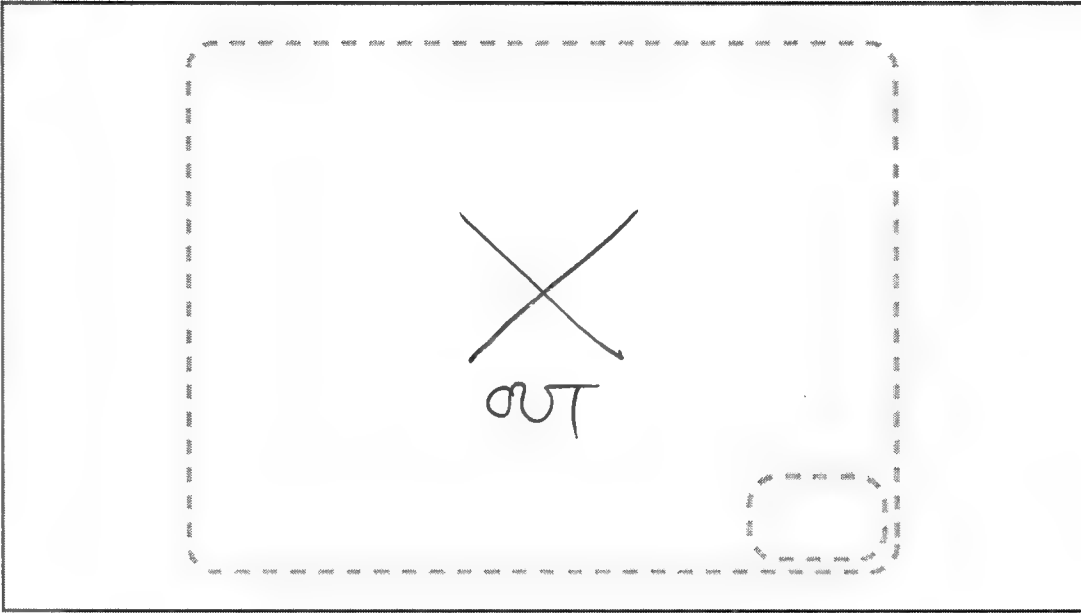
ADVENTURE TIME



Sc. 93 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: → He's all skin & bones.  
(ALT:) He's all skin & boones.

Action:

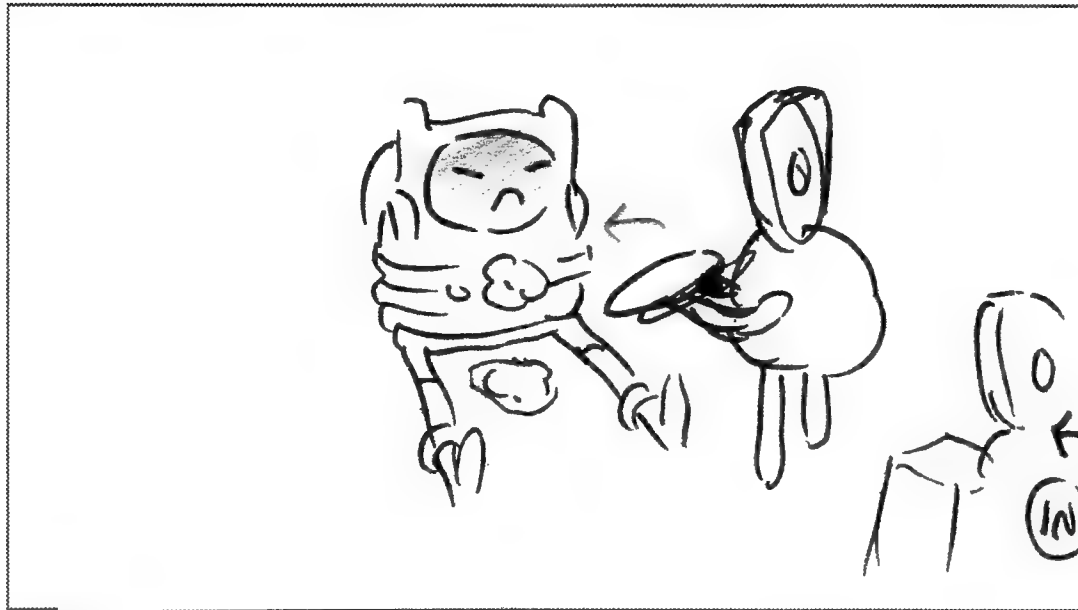
Timing:

EPISODE #

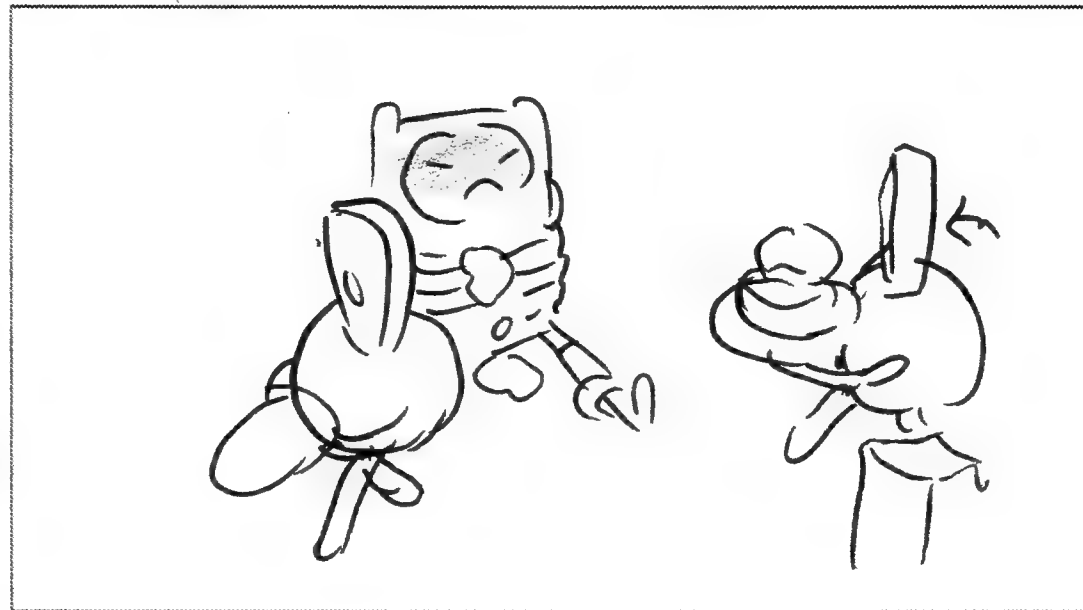
Production :



Sc. 93 Pnl. E Bg. day night



Sc. 93 Pnl. F Bg. day night



Dialog:

(KH:) hahz!

Action:

Timing:

EPISODE #

Production :

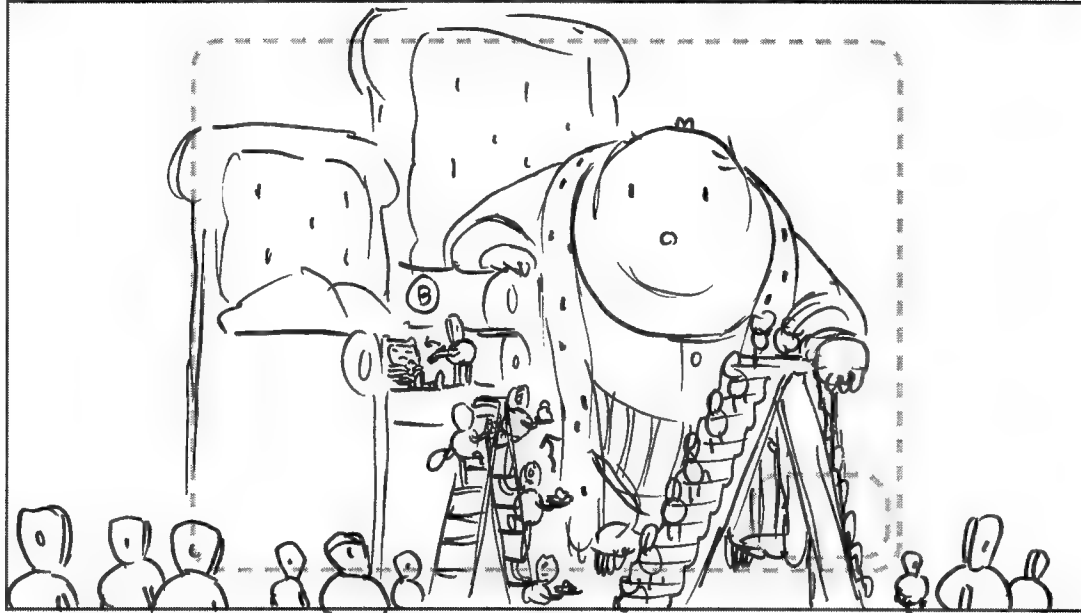
1025-193

# ADVENTURE TIME

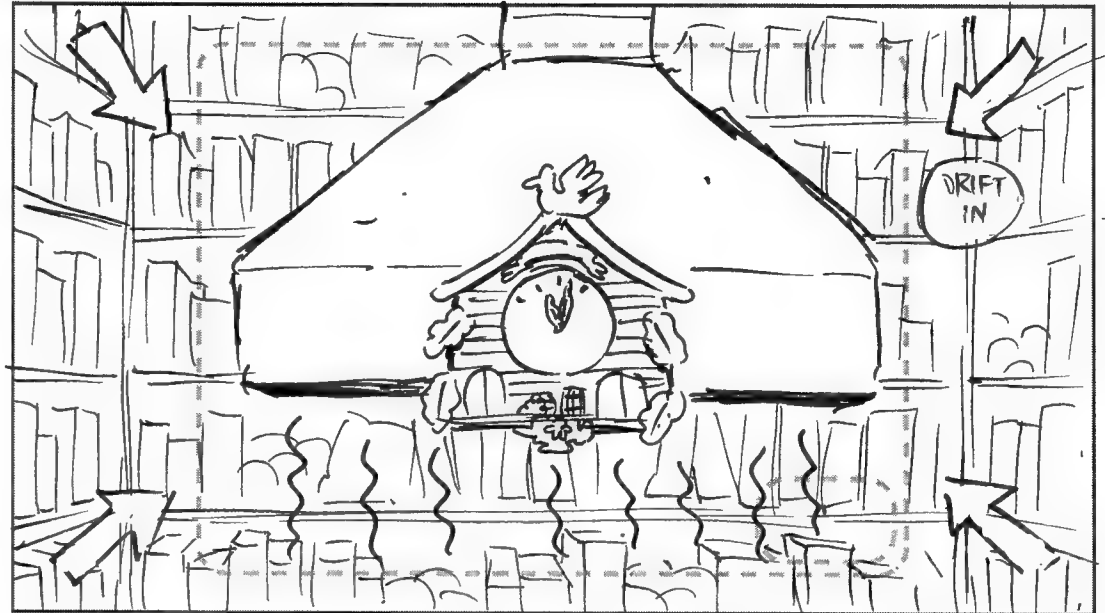


Page 105

Sc. 94 Pnl. A Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog: (KH) Soon you will see m'boy, →

(KH) (OS) → All good things come to those who wait...

Action:



(V) clock: 11:02

SFX: Heat Shimmer.

Timing:



cycle:  
-climb up  
-throw food on Finn  
-climb down

EPISODE #

Production :

1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

FADE TO  
BLACK

Sc. Pnl. Bg. day night

FADE  
IN

Dialog:

Action:

Timing:

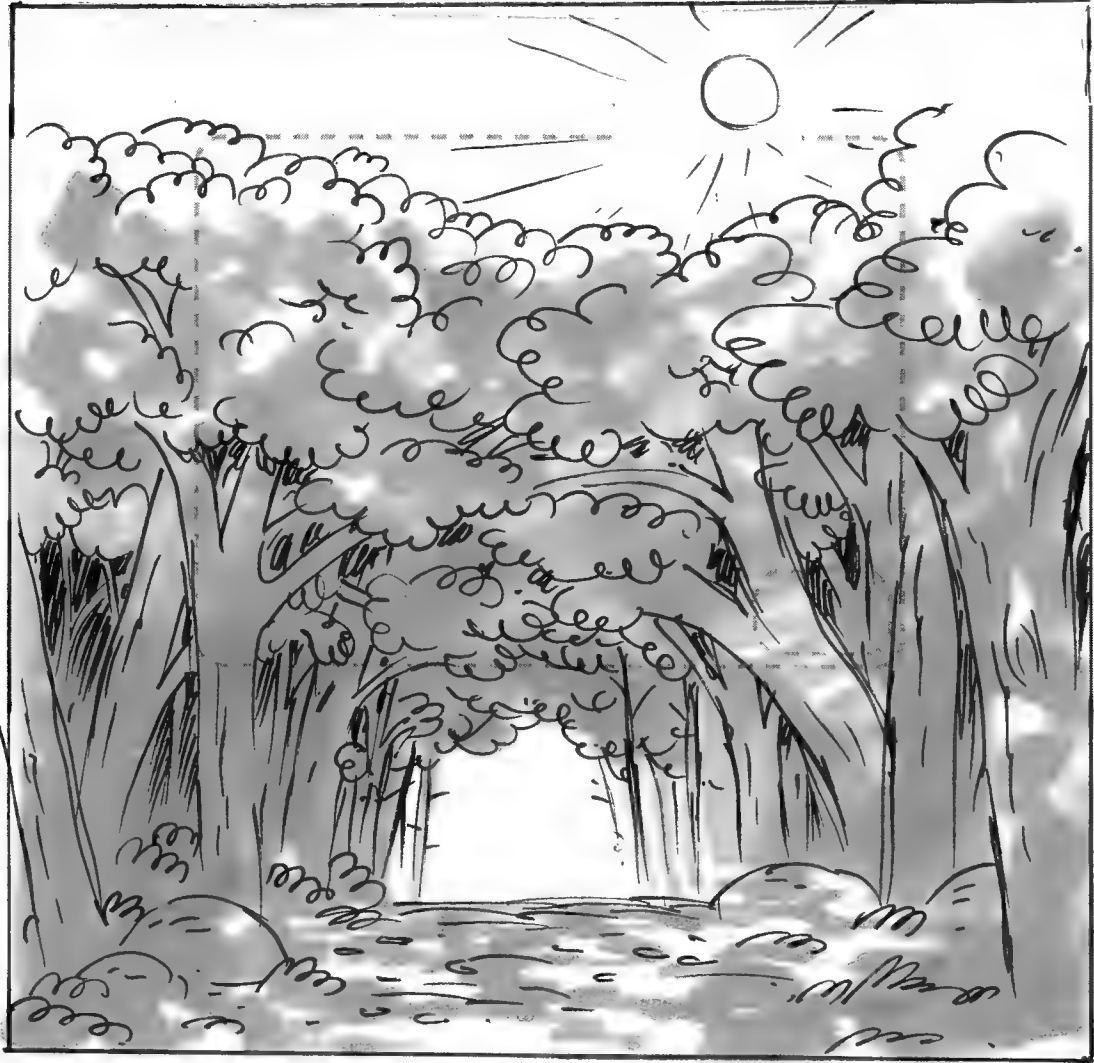
EPISODE #

Production :

1025-193



ADVENTURE TIME



↓  
(ADJ)

Sc. 96 Pnl. A Bg. \_\_\_\_\_

Dialog:	SFX: * wagon wheels squeaking * → (seven:) * whistling * (same tune as during introduction)
Action:	★ This segment should have some kinda vase-line-lens flashback effect.
Timing:	

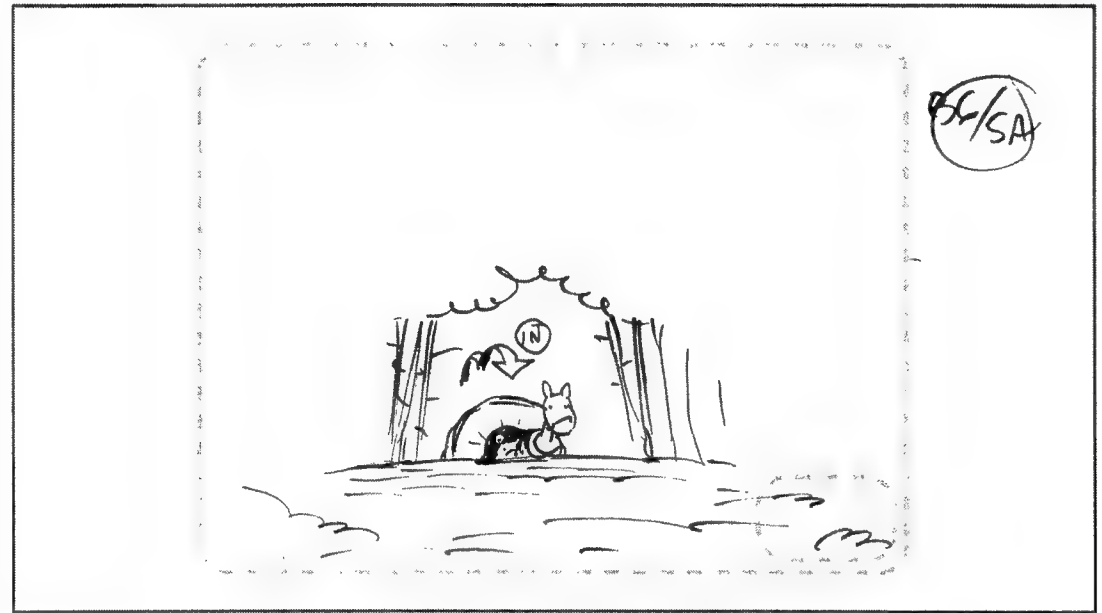
EPISODE #

Production :

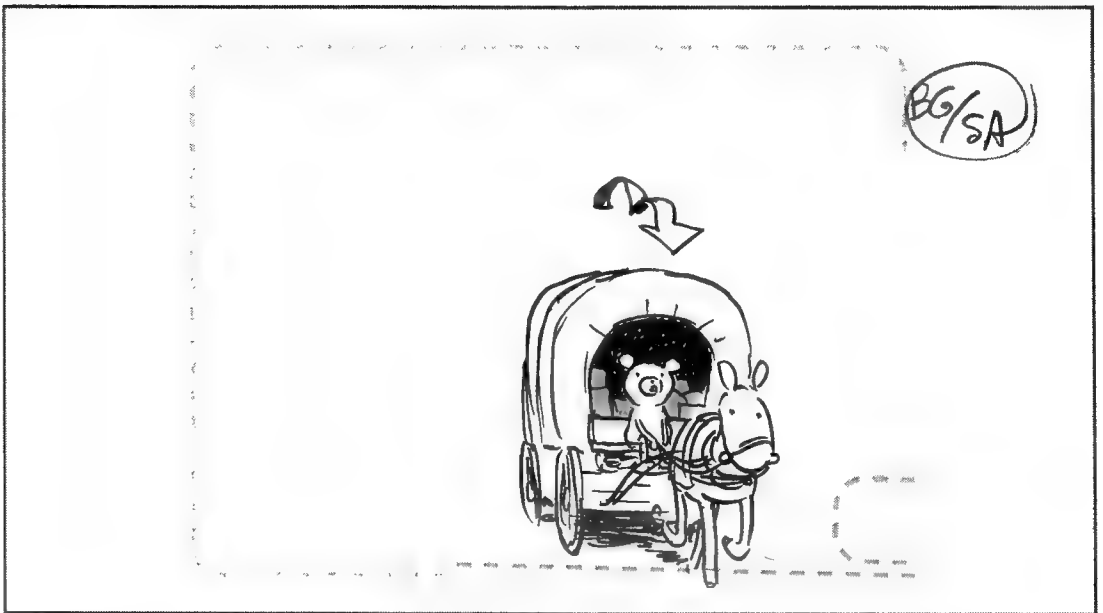
ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night



Sc. 96 Pnl. C Bg. day night



Dialog: SEVEN V.O. It started out as a day like any other. → SEVEN VO → I was a door-to-door sales bear, →

SFX: whistling/squeaking →

Action: SEVEN: AGE A (see chart)

Timing:

1025-193

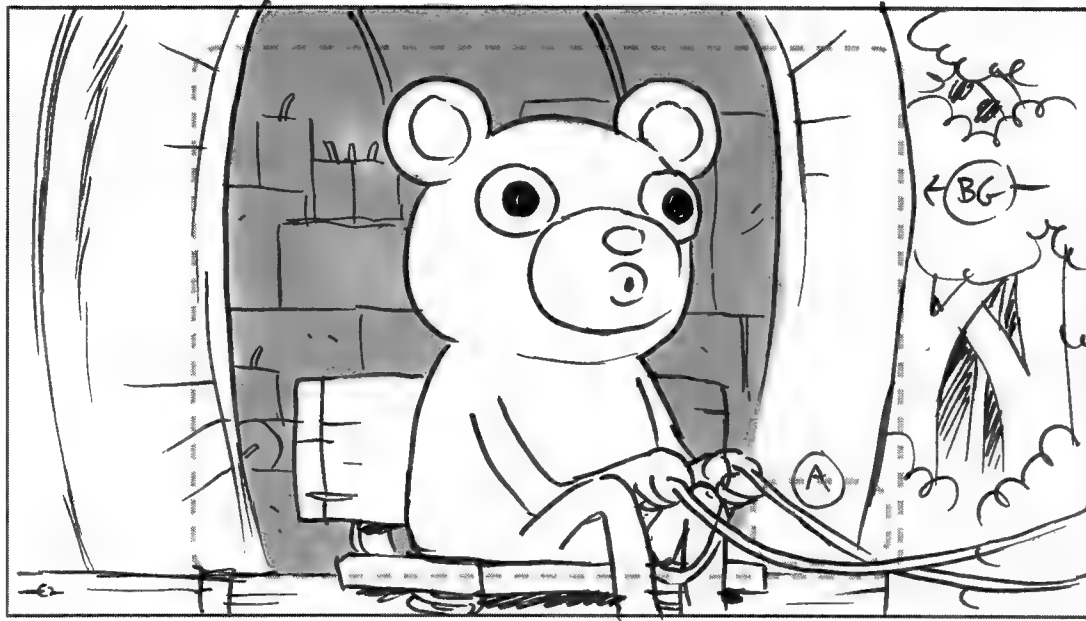
EPISODE #

Production :

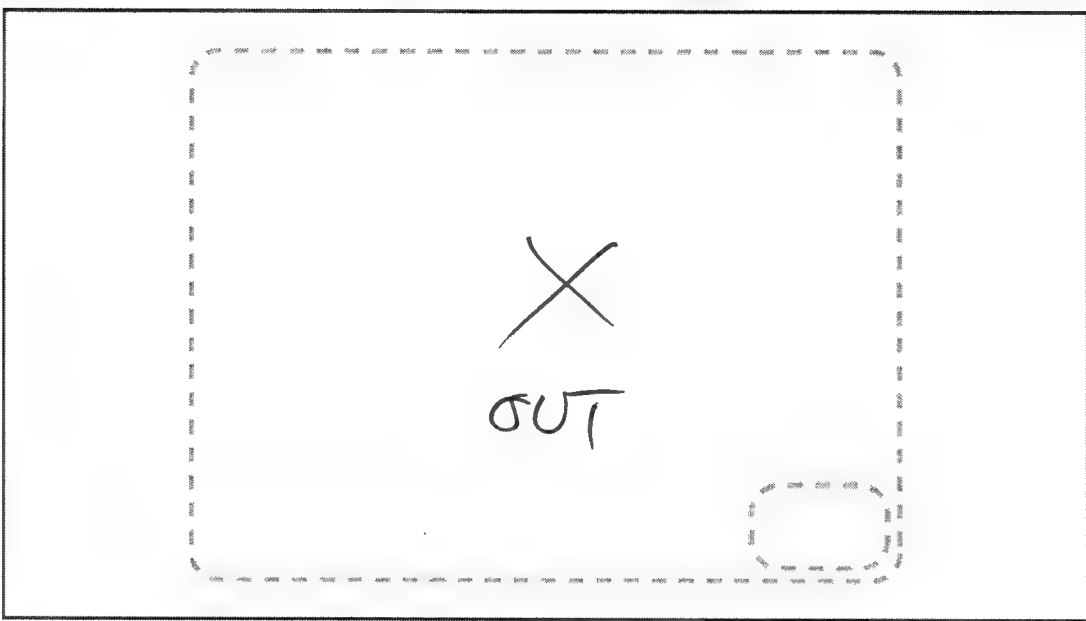
ADVENTURE TIME



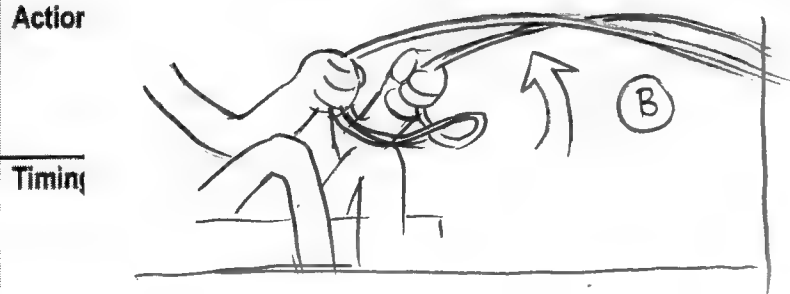
Sc. 97 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: SEVEN (V.O.) → specializing in candles and playing cards, making my way to the Candy Kingdom like I'd done 200 times before.



reins: (A)(B)(A)  
(not too violent, close to beginning of scene. I.E. - shouldn't seem like cause of horse's freakout in next scene.)

EPISODE #

Production :

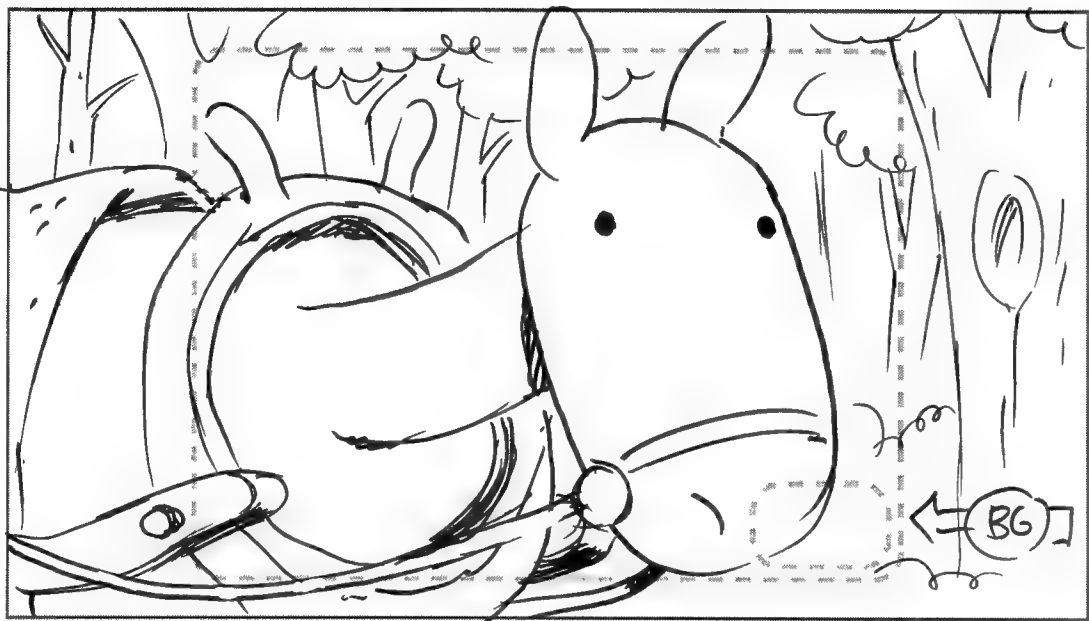
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

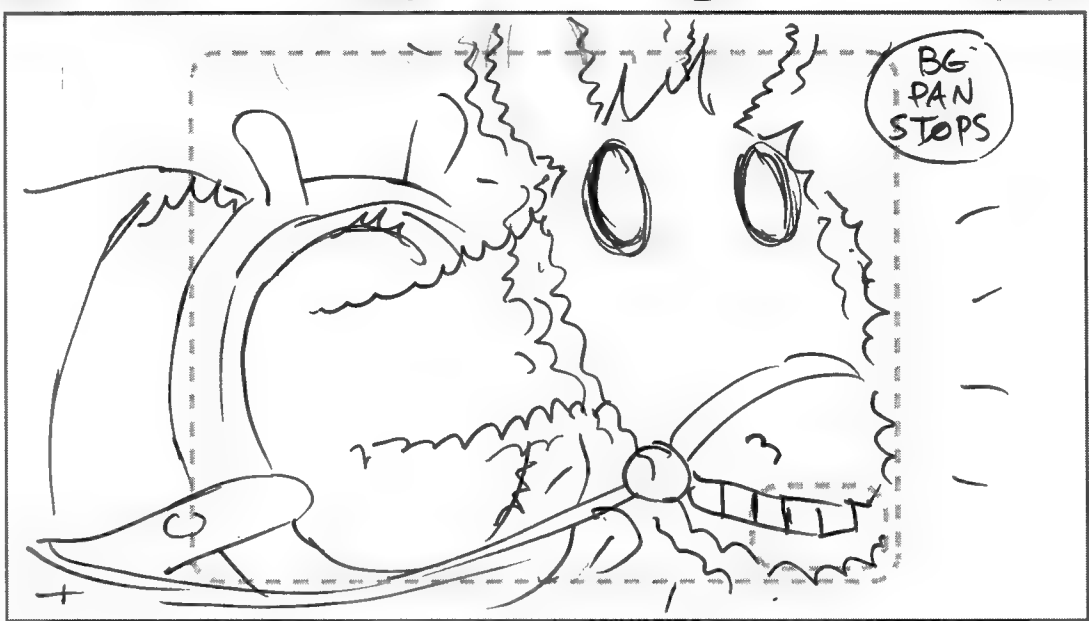
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog:	SEVEN U.O. I guess my horse got stung by a bee or somethin', →
Action:	- Horse is emotionally electrified by inner problems.
Timing:	

Production : EPISODE #

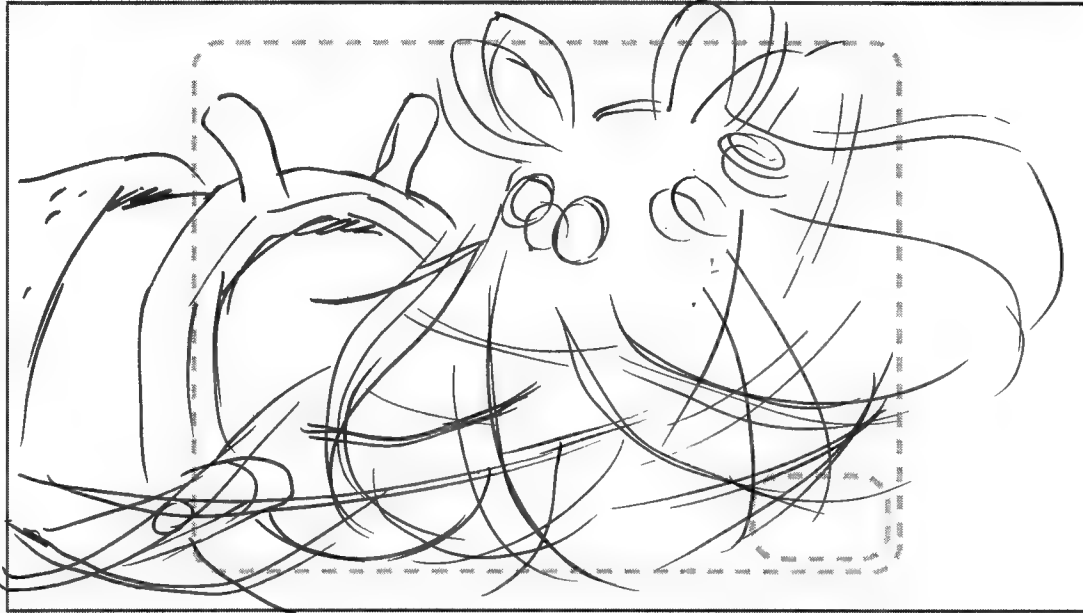
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Augmented as used in preparation, except for production purposes, and may not be sold or transferred.

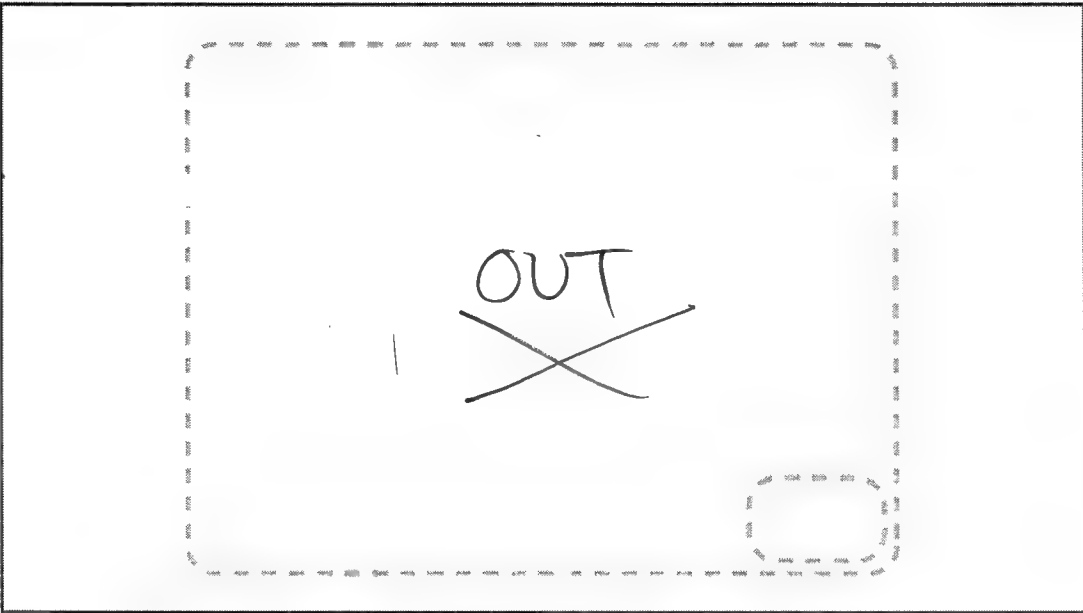
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: SEVEN V.O. → cuz all of a sudden he just skronked the math out.

Action:

Timing:

EPISODE #

Production :

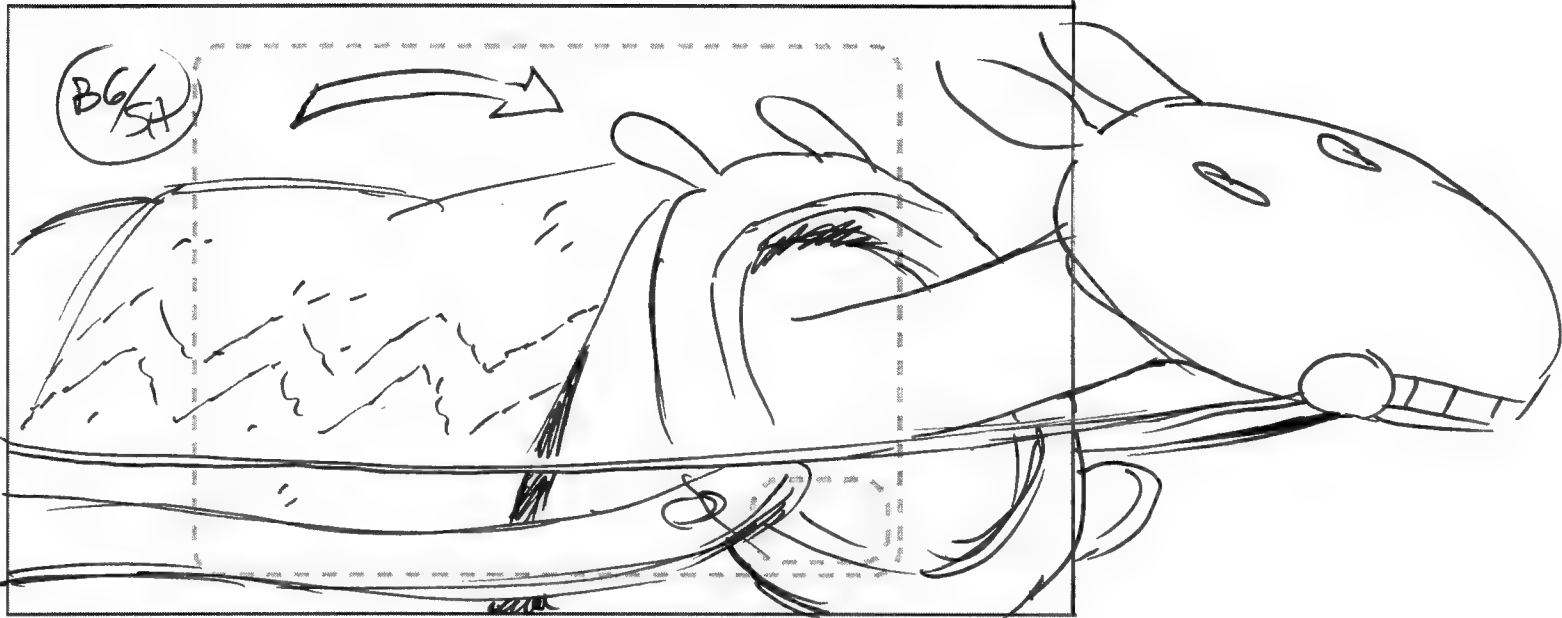
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 98 Pnl. D Bg. day night



Dialog:
Action: - Horse bolts forward.
Timing:

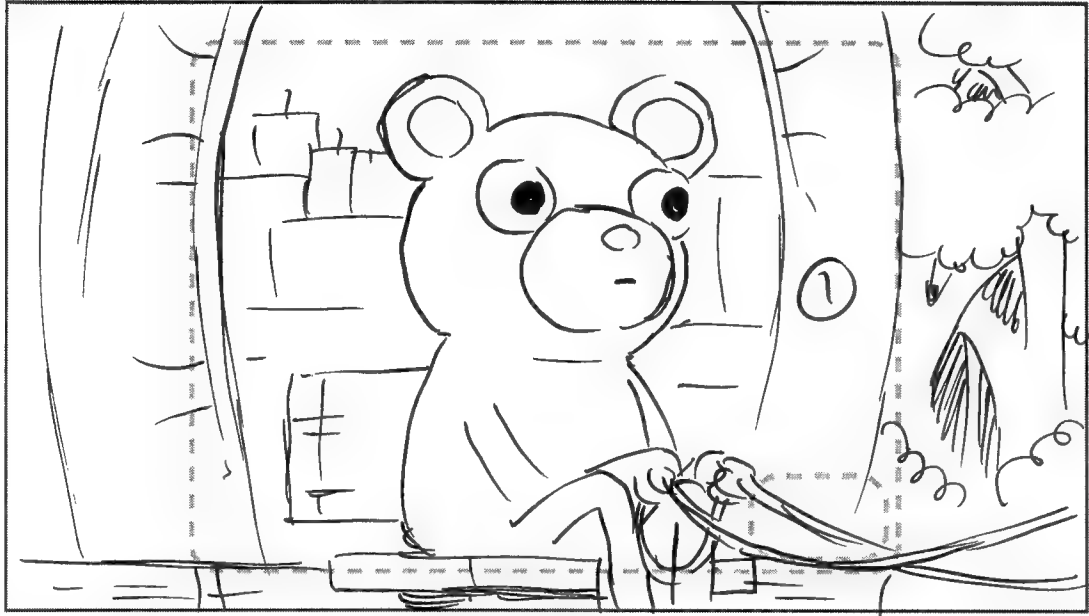
Production : EPISODE #

1025-193

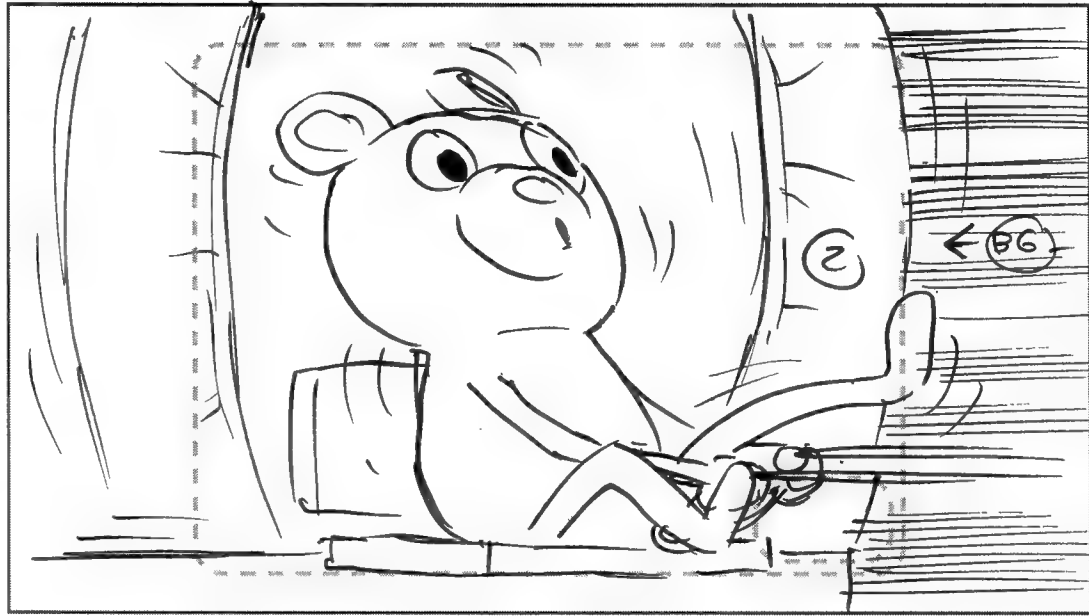
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialog:	
Action:	- Cart bolts forward
Timing:	

EPISODE #

Production :

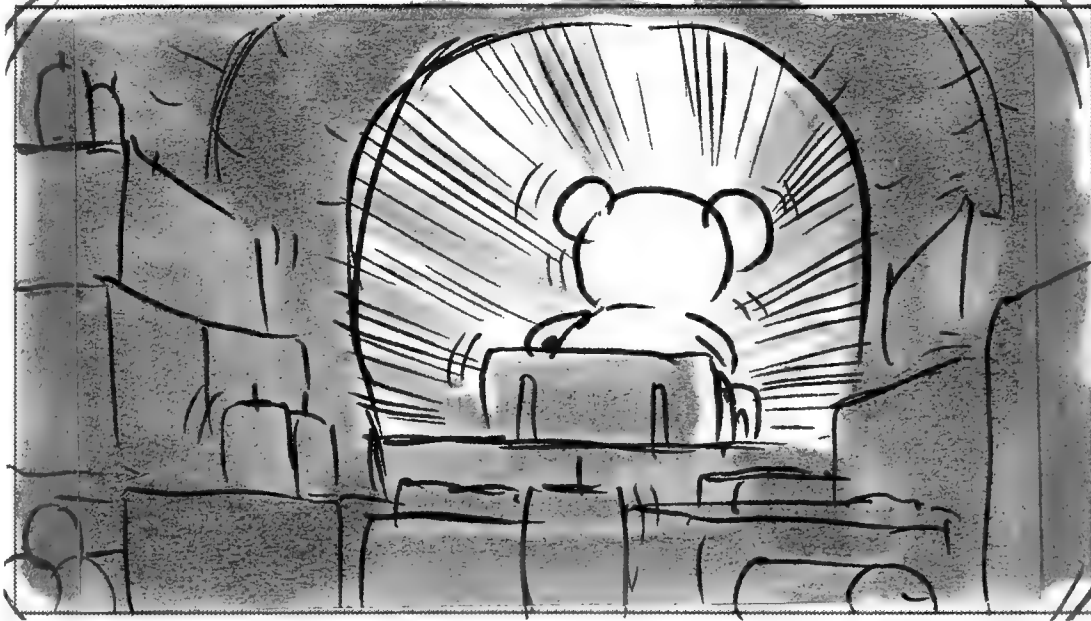
1025-193

# ADVENTURE TIME

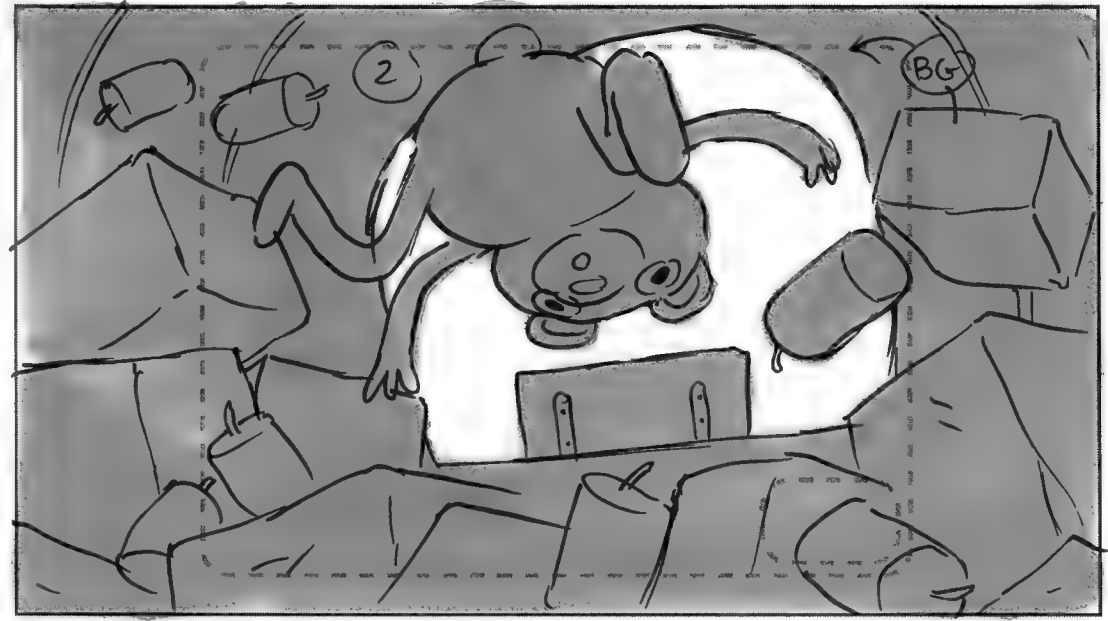


Page 114

Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog: SEVEN VO → we went off-road and I got thrown back into my wagon.

Action: \* {{ screen shakes/rattles as cart enters rough terrain }}

Timing:

When wagon hits bump, action eases, Zack Snyder style, into slow motion.

Bg outside the wagon dissolves to pure white.

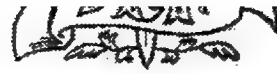


EPISODE #

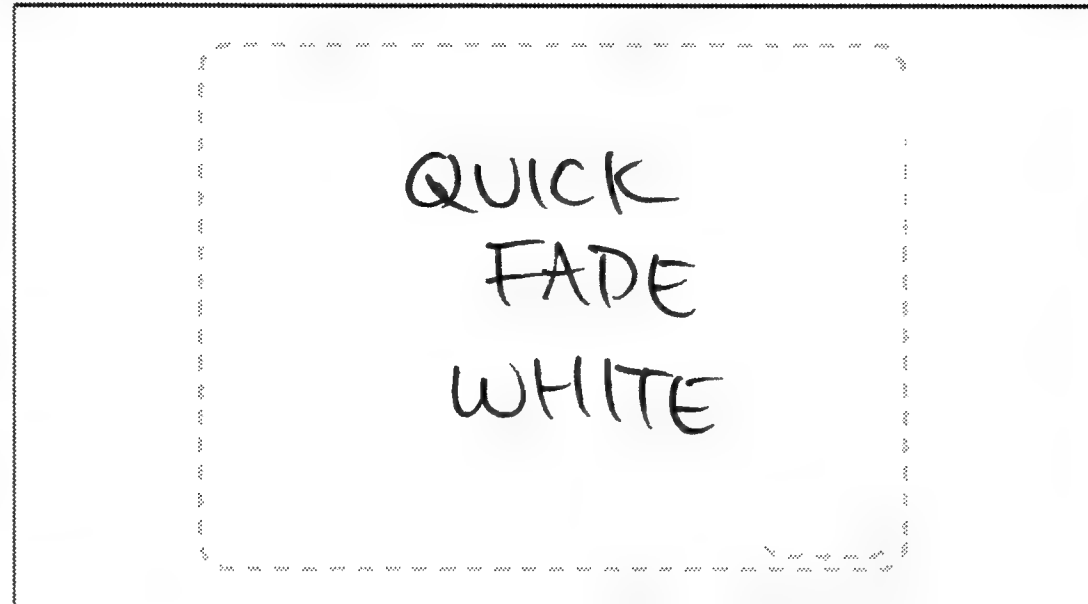
Production :

1025-193

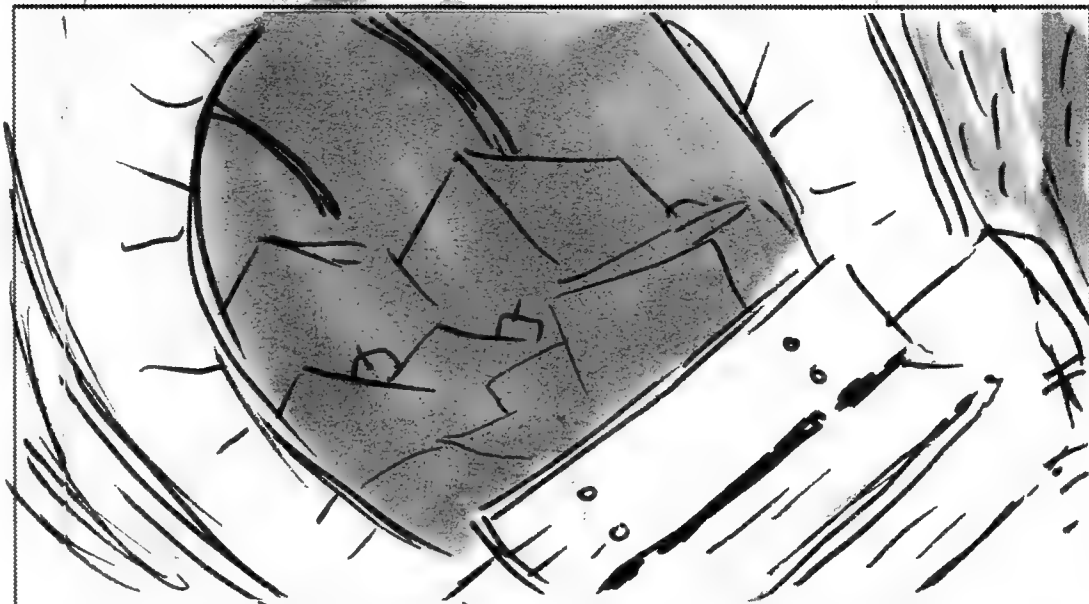




Sc. Pnl. Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:	(SEVEN) (JA) When the shaking stopped, →
Action:	
Timing:	

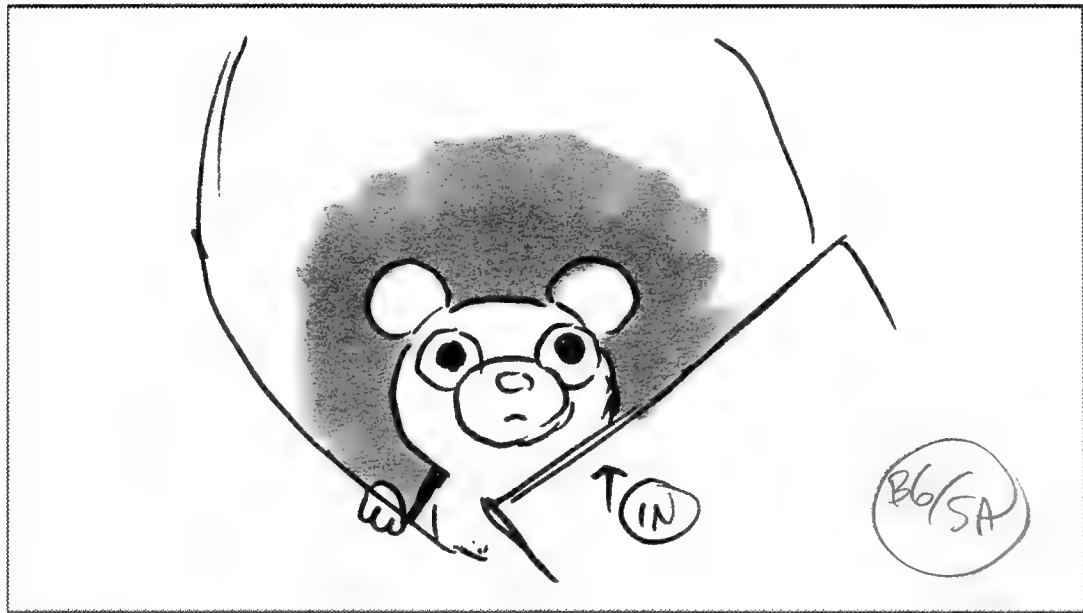
EPISODE #  
  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

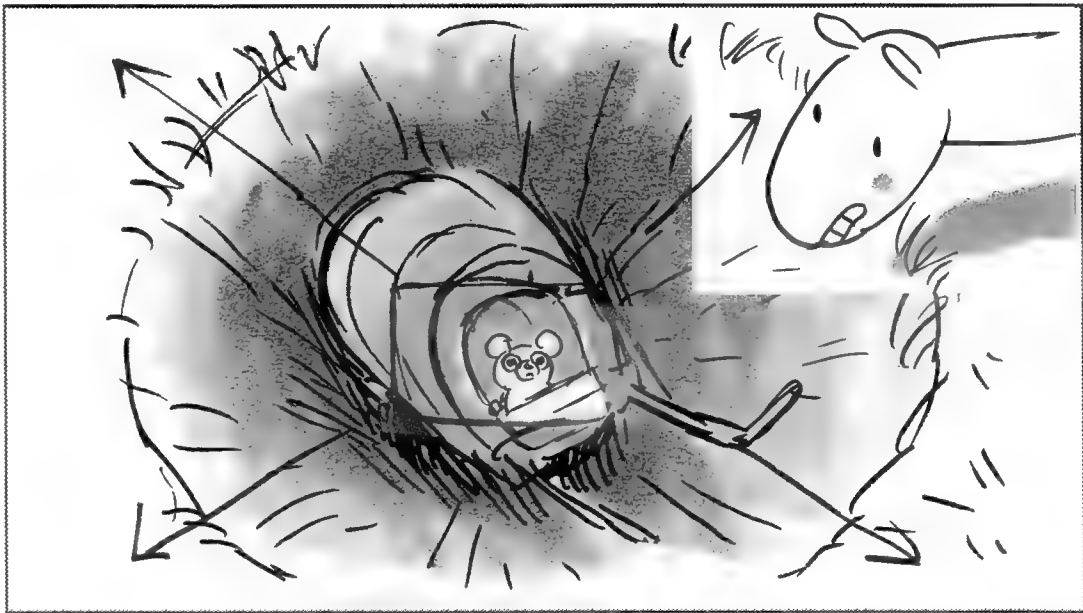
ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



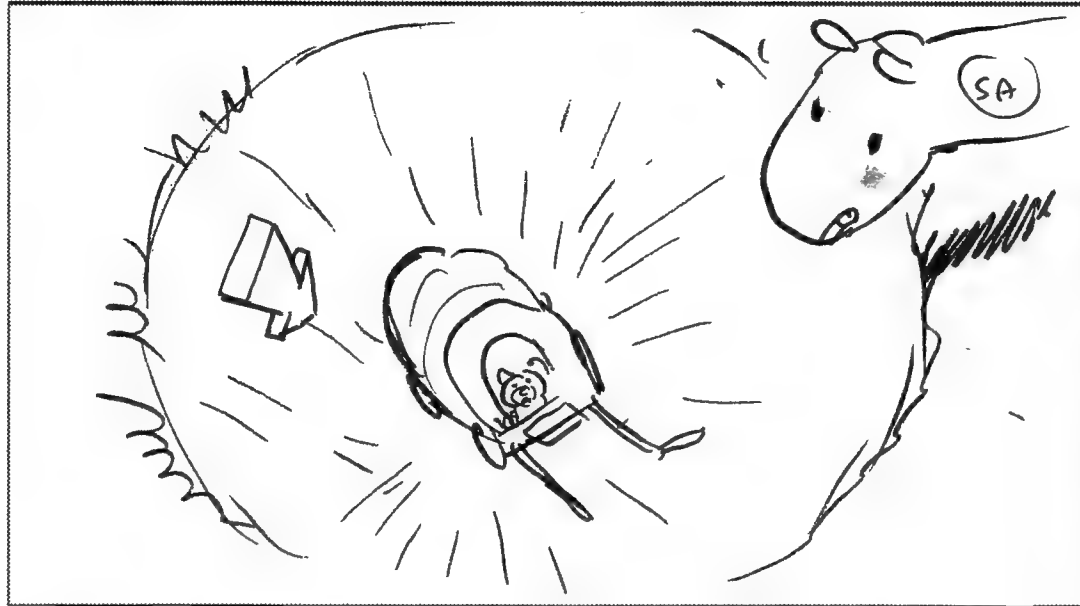
Dialog:	→ I crawled out,	→ only to find I was wedged deep in a hole and sinking fast -
Action:		
Timing:		

EPISODE #

Production :

1025-193

Sc. 101 Pnl. D Bg. day night



Dialog: \* SCRAAPPÉ \*

Action: - wagon sinks further into hole.

Timing:

c.u.



Sc. 102 Pnl. A Bg. day night



- Seven pulls the bar/prop covering off the wagon hoop/ribs

EPISODE #

Production :

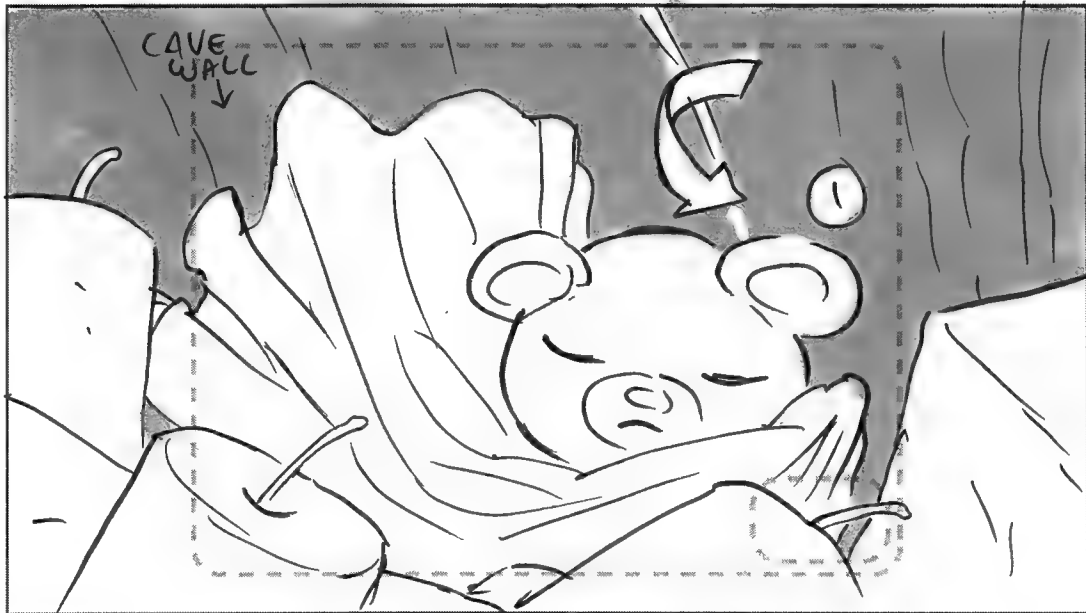
1025-193

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night



Sc. 102 Pnl. C Bg. day night



Dialog: SEVEN VO I had just enough time →

Action: 1 2 : one continuous motion

Timing:

EPISODE #

Production :

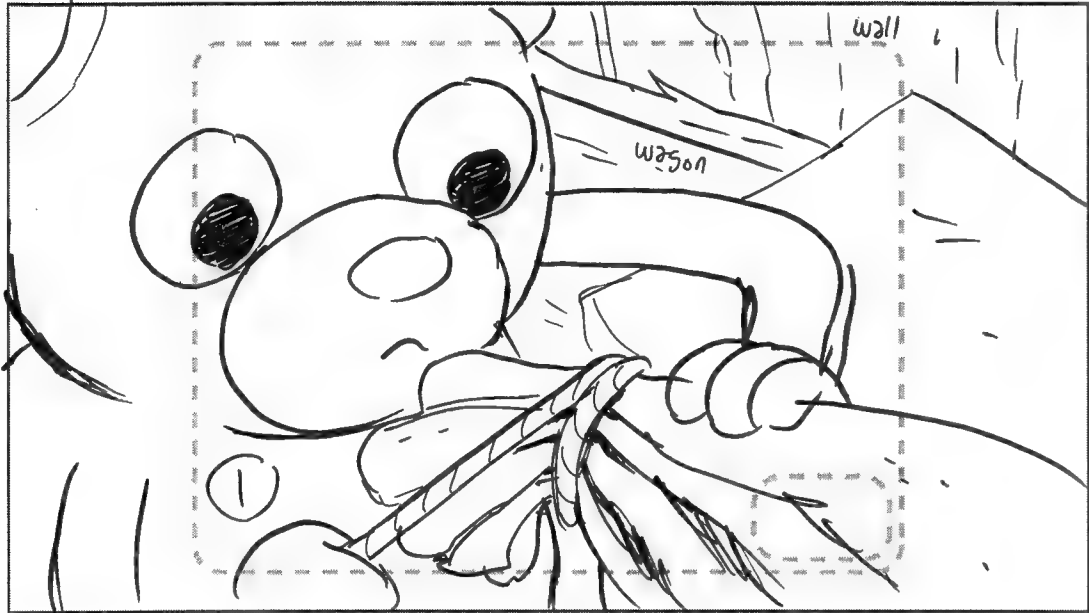
1025-193

# ADVENTURE TIME

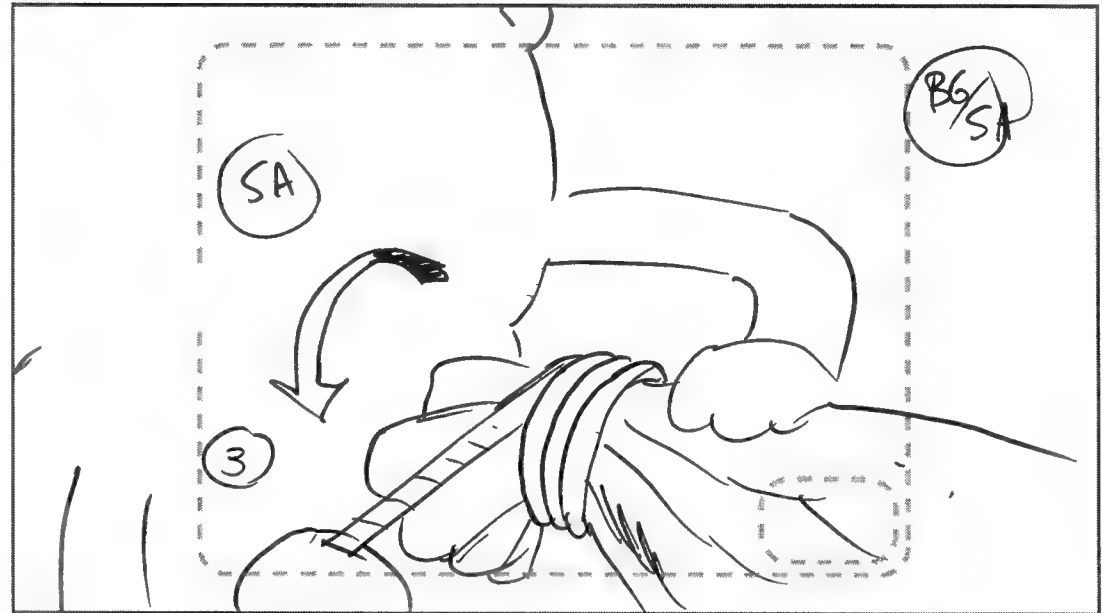


Page 119

Sc. 103 Pnl. A Bg. day night



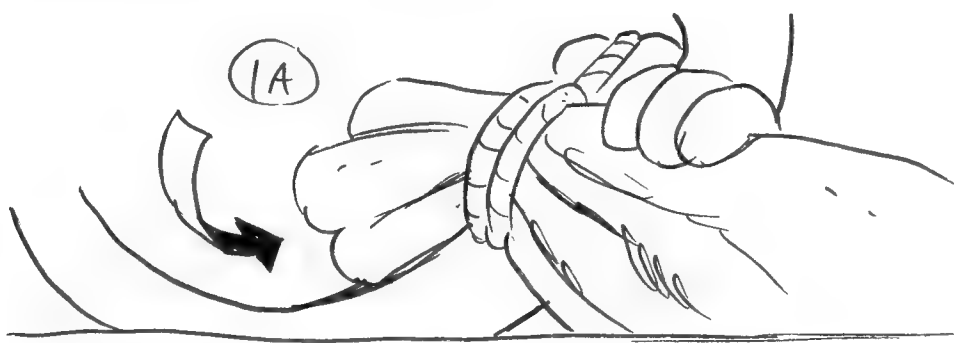
Sc. 103 Pnl. B Bg. day night



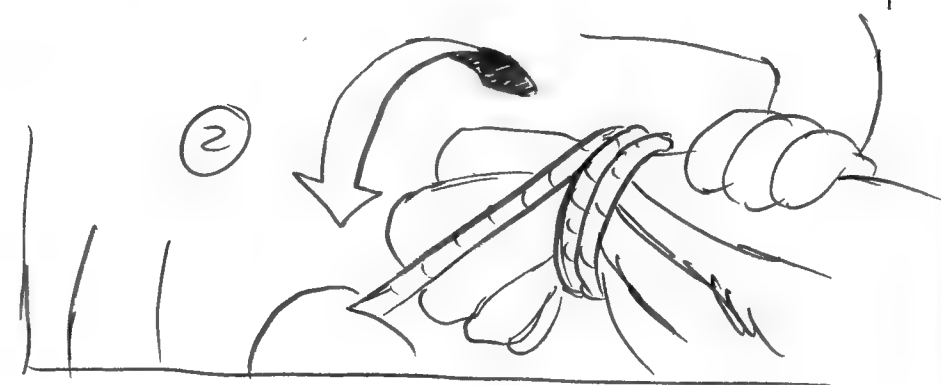
Dialog:

SEVEN v.o. → to rig up a parachute →

- Seven wrps rope around burlap



1 1A 2 2A 3



EPISODE #

Production :

1025-193

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

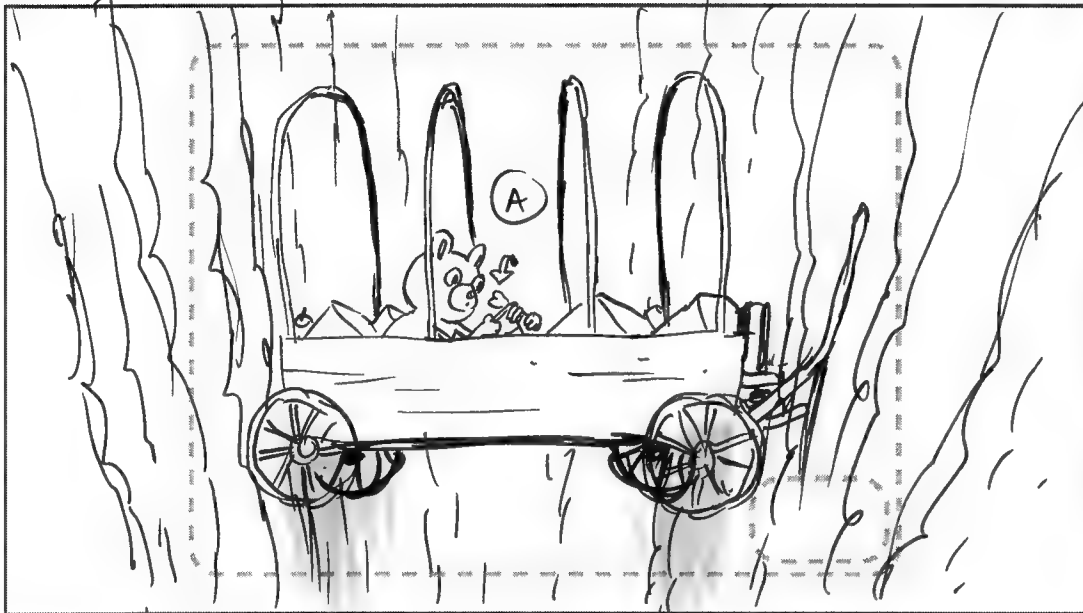
© 2009 This material is the property of The Cartoon Movement, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or retransmitted.

# ADVENTURE TIME

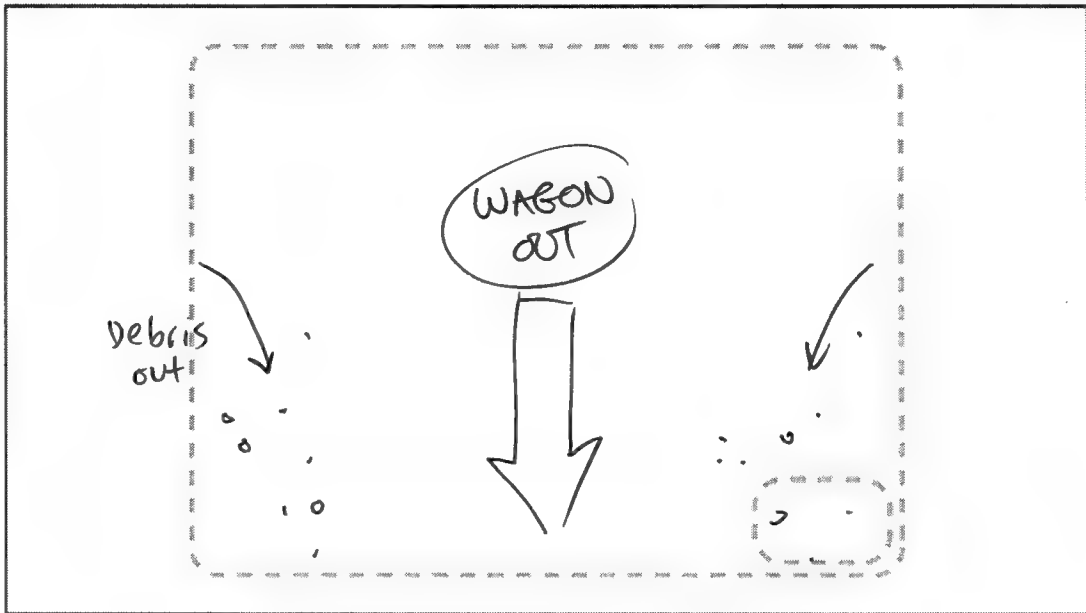


Page 120

Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:

SFX: SCRAPE!

Action:  
- Seven wrapping rope around burlap.



(B) (A) (B) (A) (B) (A)



- Wagon suddenly gives way and falls quickly off screen.

Timing:

EPISODE #

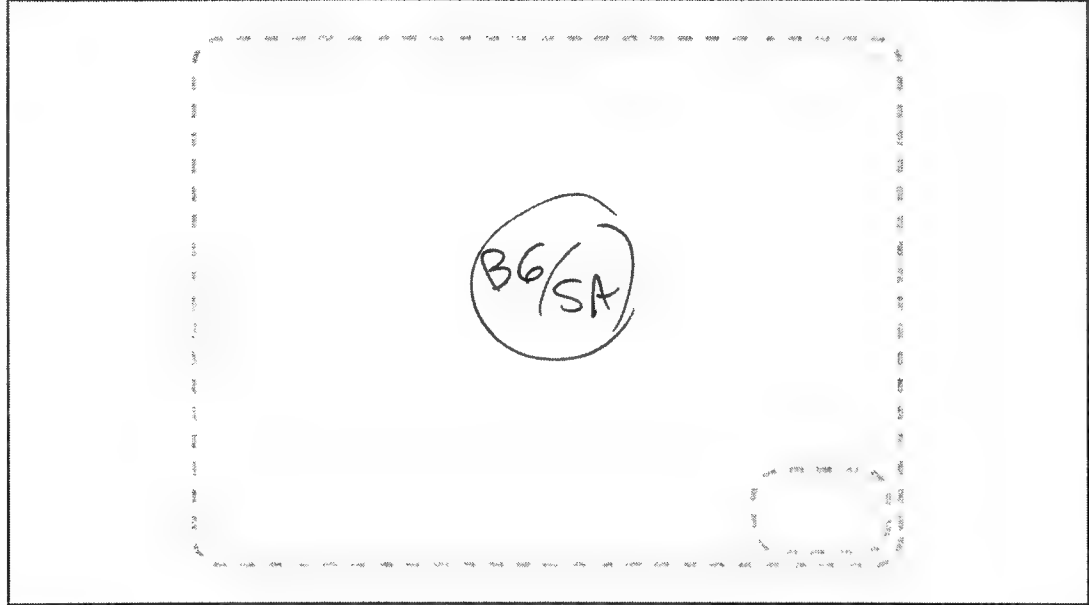
Production :

1025-193

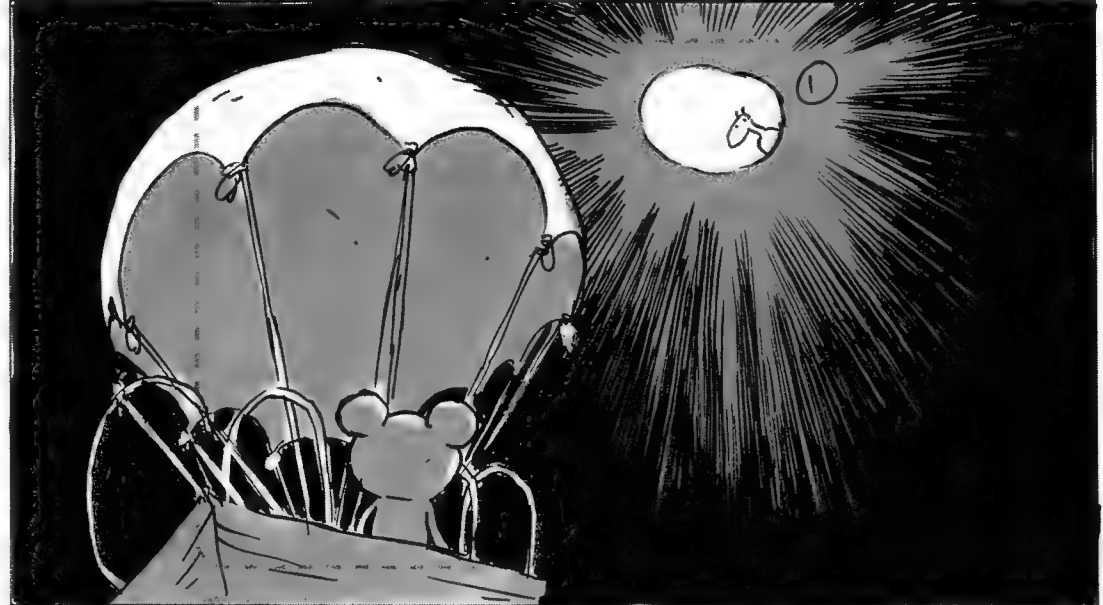
ADVENTURE TIME



Sc. 104 Pnl. C Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:	(SFX) *FWUMP!* (parachute deploying)	(SEVEN) (U.O.) And I've been falling ever since...
Action:		
Timing:		(2) Hole shrinks as wagon falls slowly away.

EPISODE #

Production :

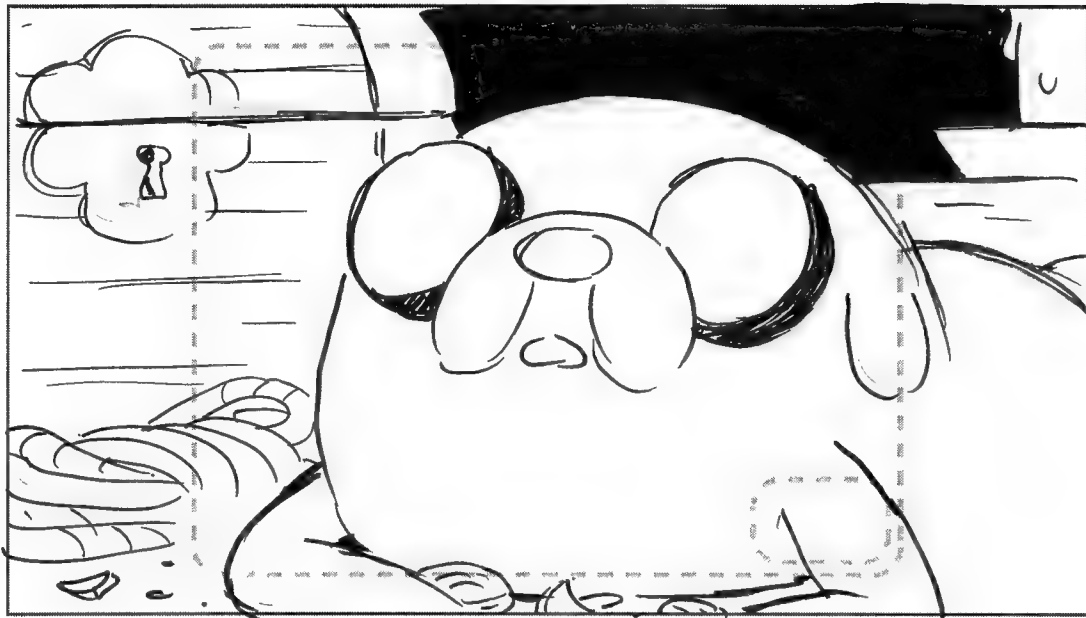
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

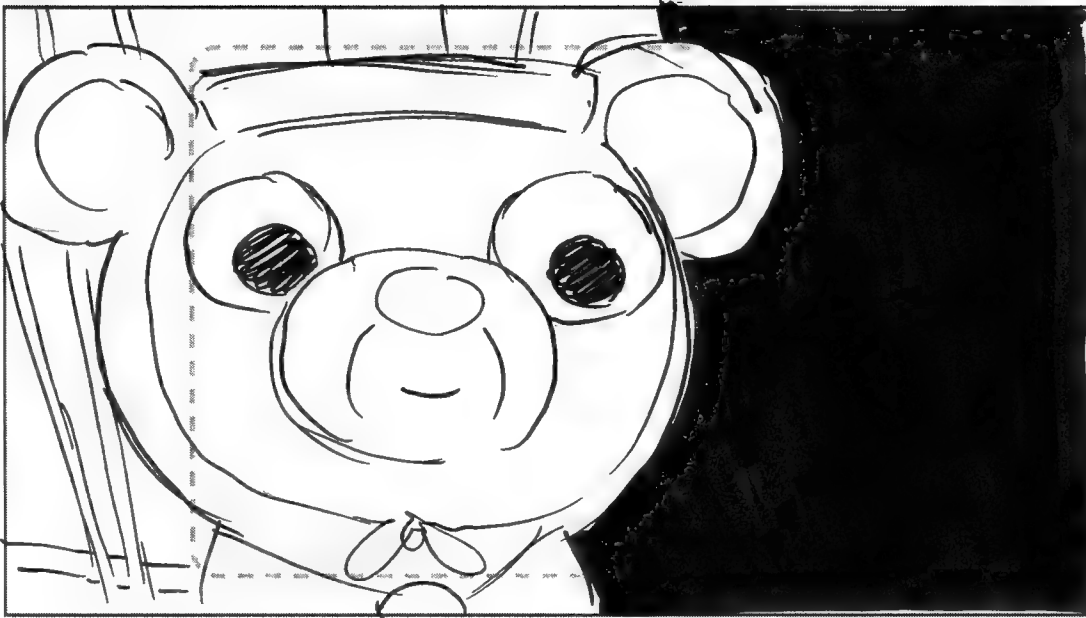
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



Dialog:

JAKE: who?

SEVEN: mm-hm.

Action:

Timing:

EPISODE #

Production :

1025-193

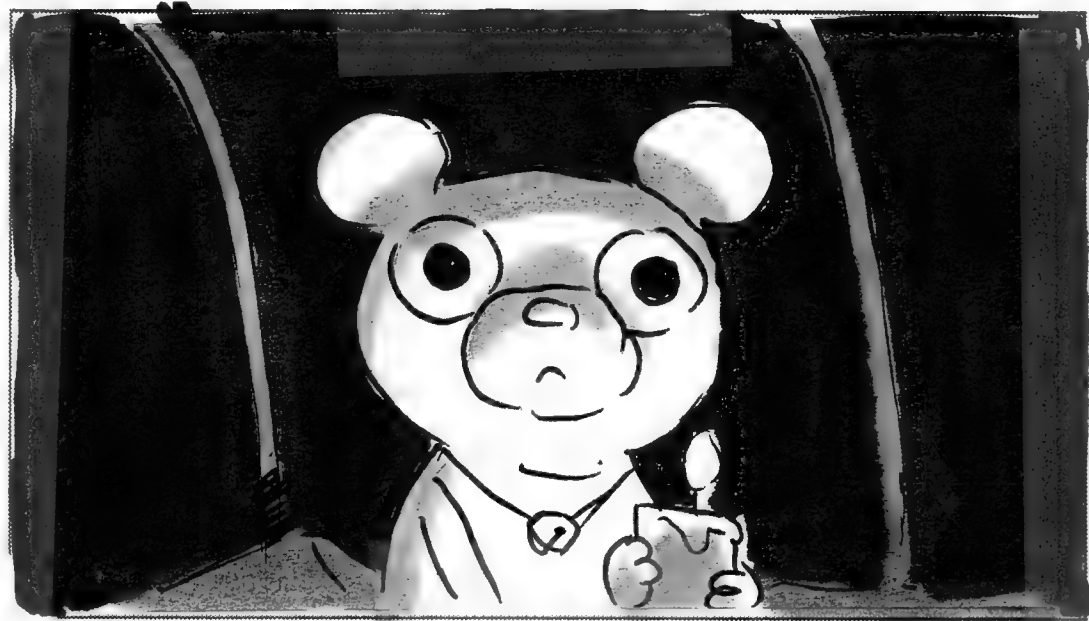


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Digitized for use in any medium, except for production purposes, and may not be sold or transferred.

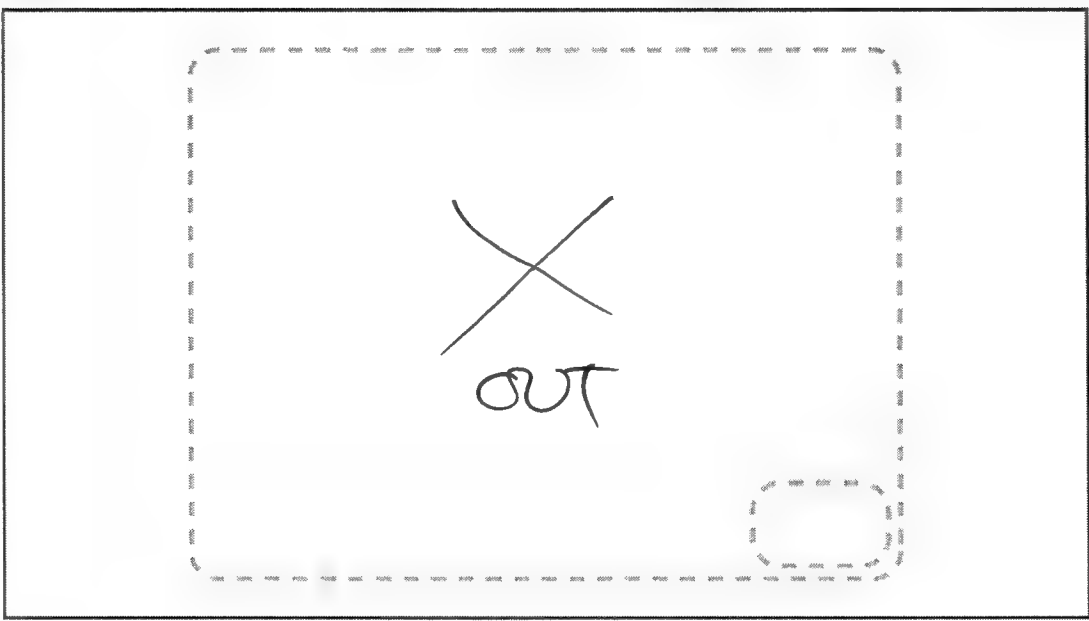
ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: SEVEN V.O. Sometimes walnuts would fall into the hole, →

Action: AGE (B)

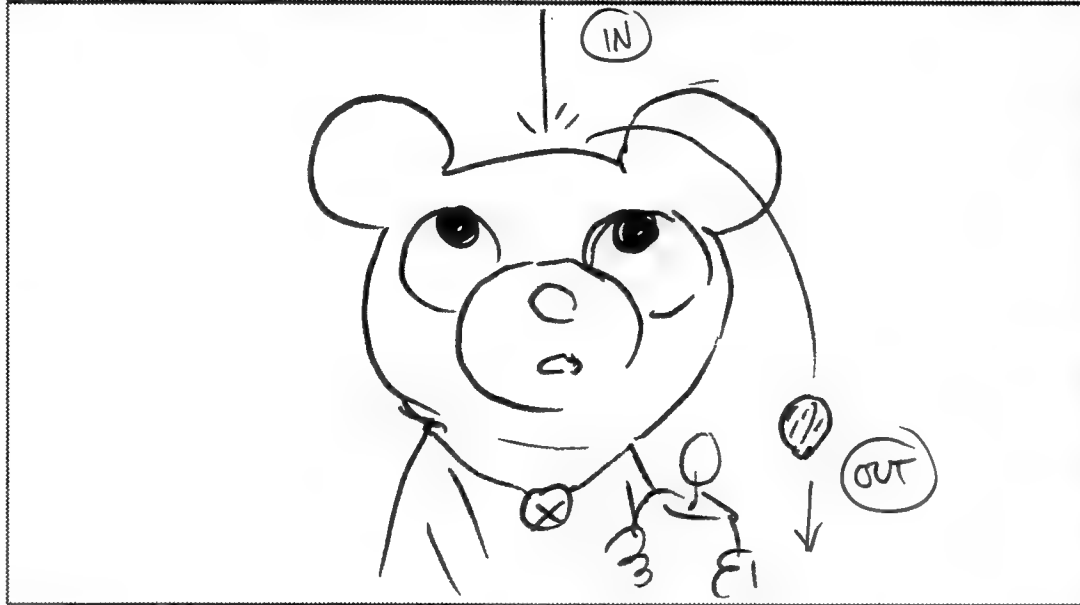
Timing:

EPISODE #

Production :


1025-193

Sc. 108 Pnl. B Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:	
Action:	<p>②</p>  <p>- Walnut falls on Seven's head and bounces off screen.</p>
Timing:	<p>⑦ → and sometimes Rain.</p> <p>- Rain falls on Seven's face.</p>

Production : 1025-193 EPISODE #

ADVENTURE TIME



Sc. Pnl. Bg. day night

X  
Dissolve

Sc. 110 Pnl. A Bg. day night

Dialog:

Action:

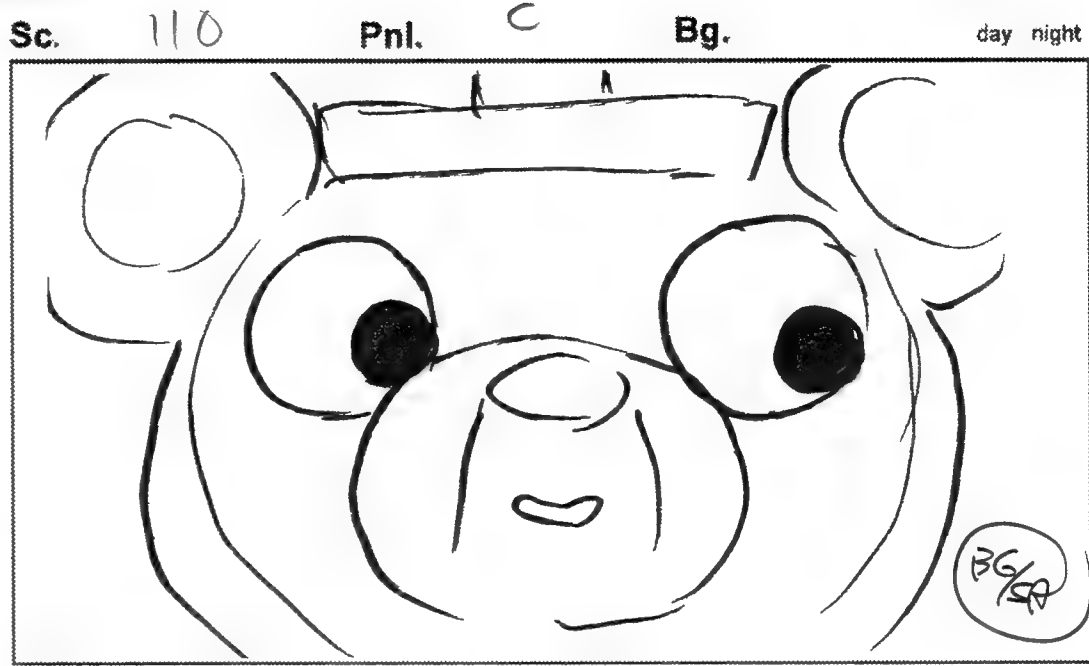
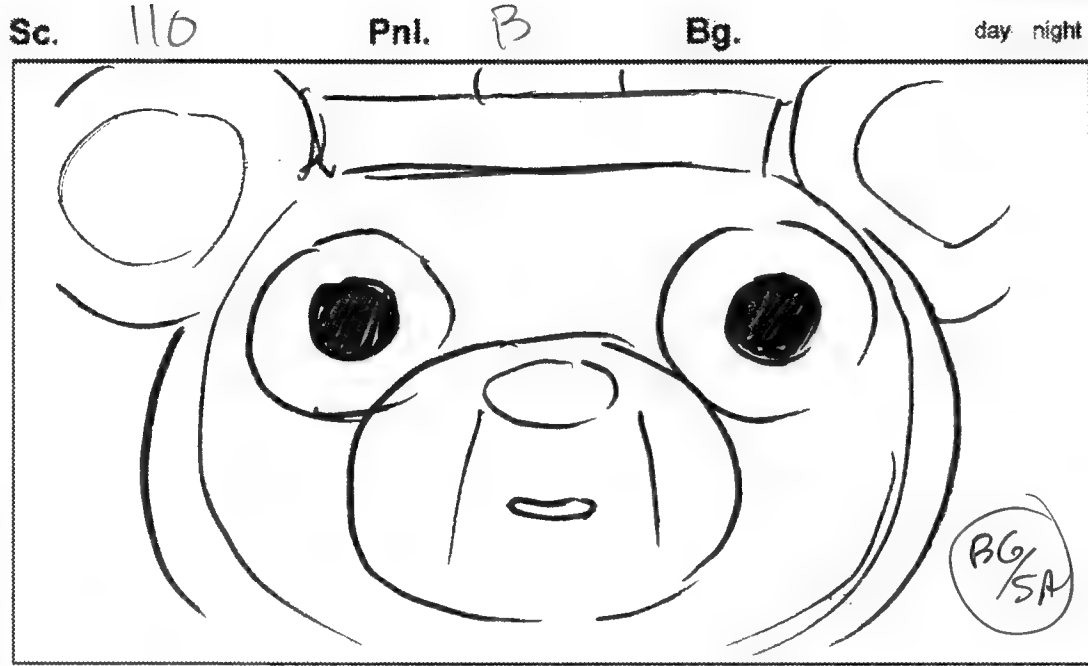
Timing:

EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Dialog: (7:) and... → I guess that was enough.

Action:

Timing:

EPISODE # 1025-192

Production :

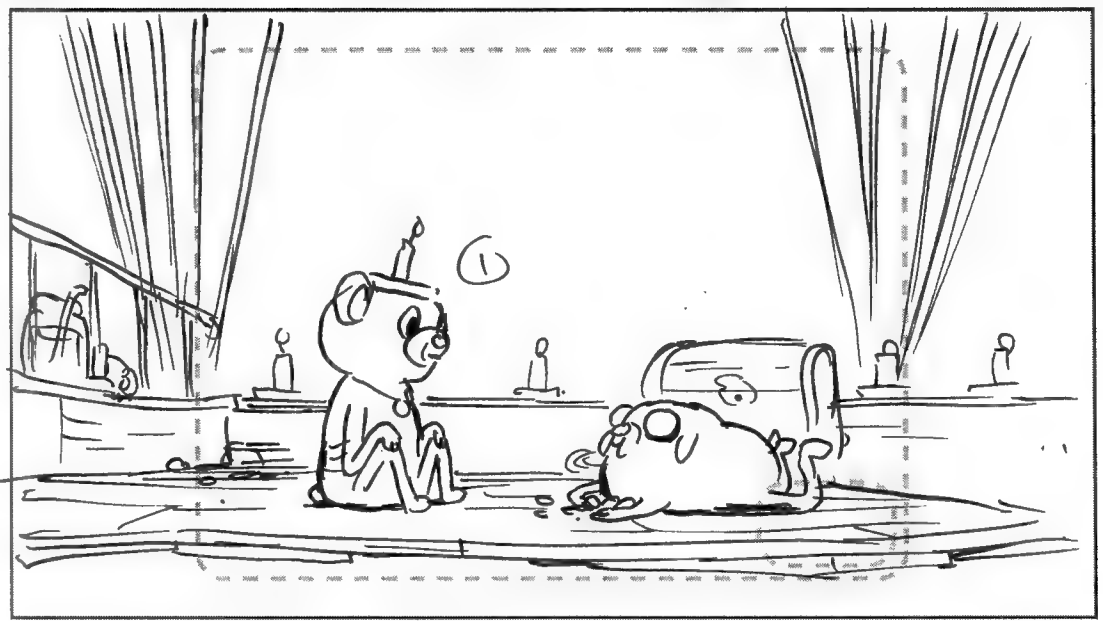
ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog:

J: Whoa, so... how did you pass the time?

Seven:

Well, for a long time I just waited to be rescued.

Action:

Timing:



EPISODE #

1025-193

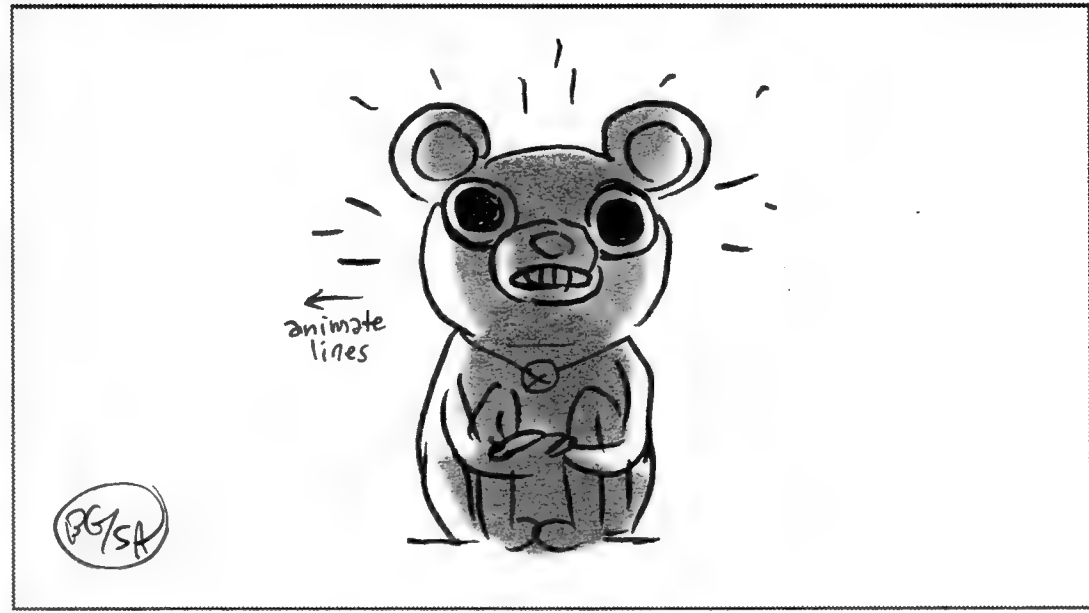
Production :

c. 2000 This material is the Property of The Cartoon Network, Inc. It is to be used in any manner except for production purposes, and may not be sold or transferred.

Sc. 113 Pnl. A Bg. day night



Sc. 113 Pnl. B Bg. day night



Dialog:

(7) 3599 mississippi  
3600 mississippi

Action:

AGE (B)

Timing:

(7) (VO) but that  
was crazy  
boring.



EPISODE #

1025-193

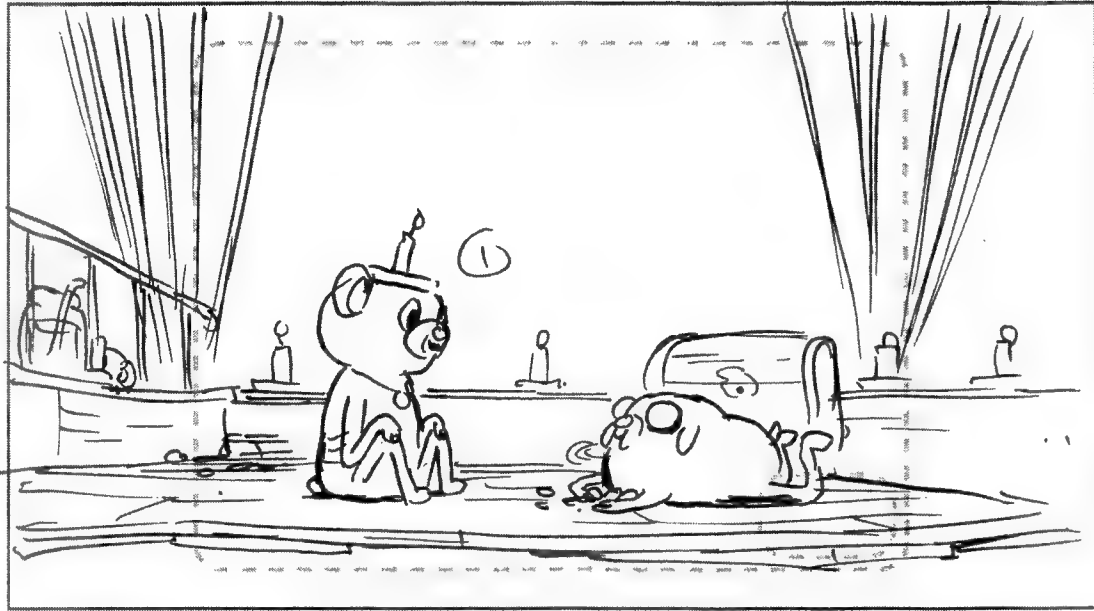
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

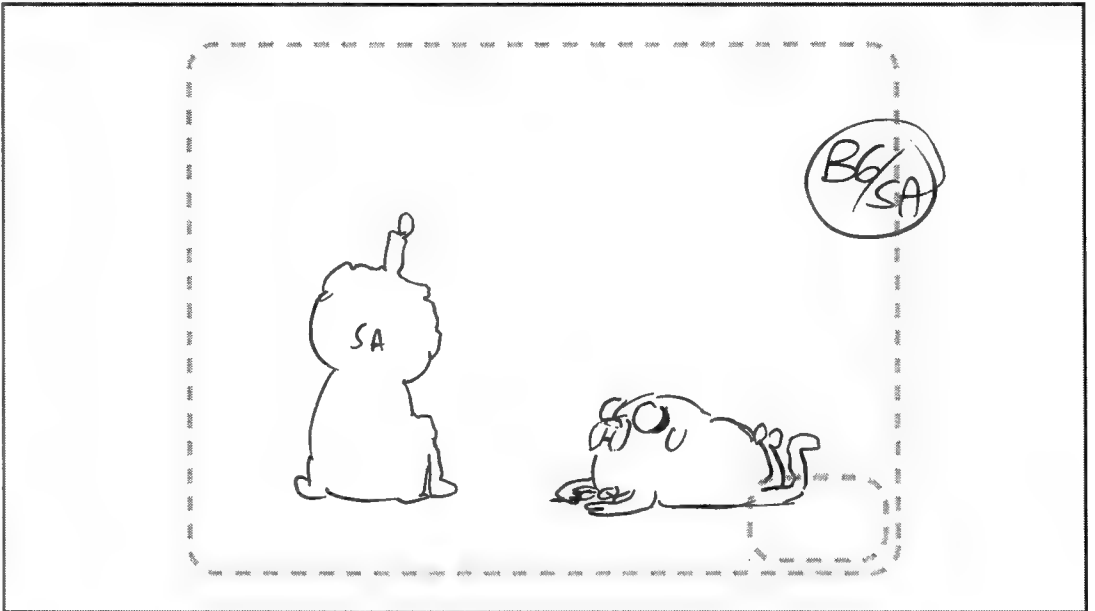
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night



Dialog:

seven: ① so then I got really ② into freecell,  
and things got ① a lot better

⑤: "freecell" ?

Action:

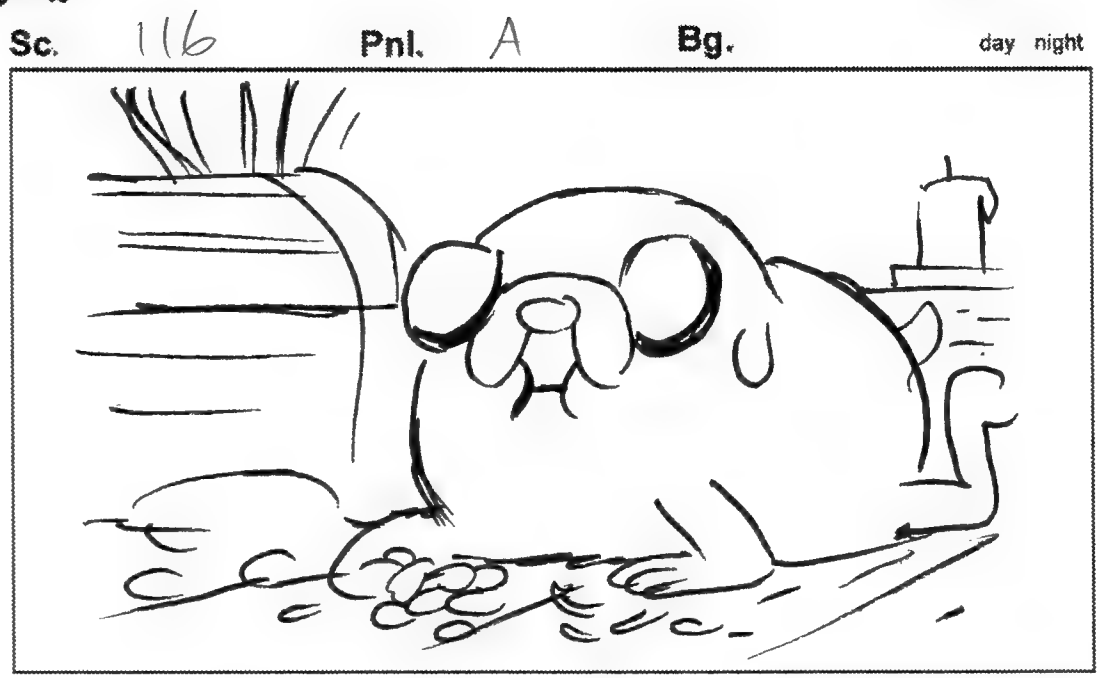
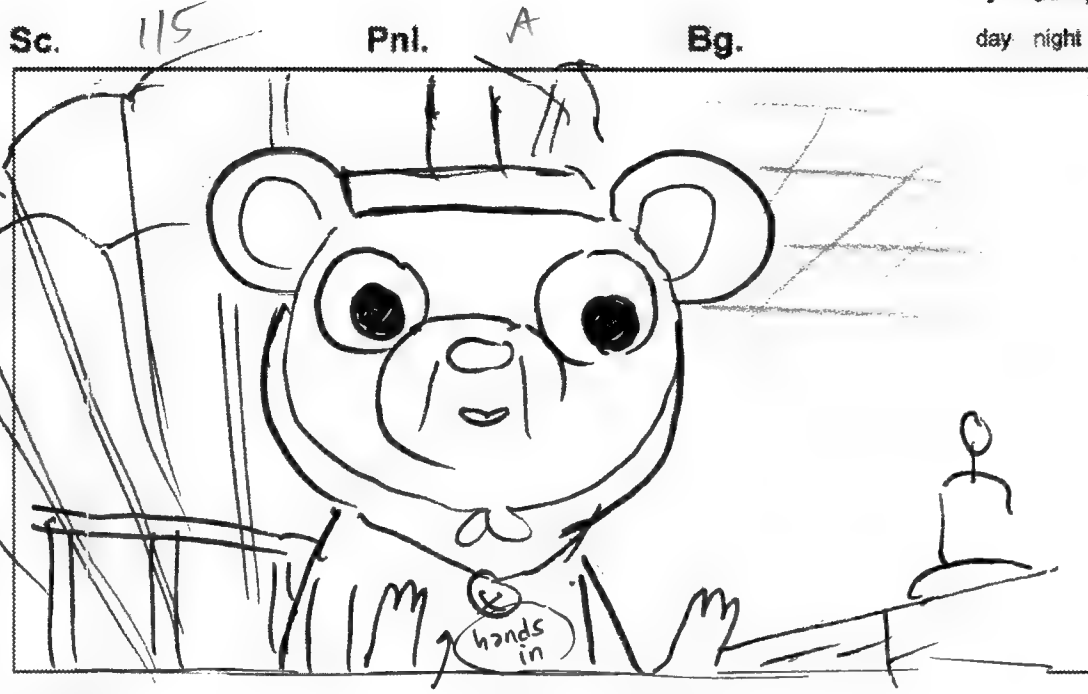
Timing:



EPISODE #

1025-193

Production :

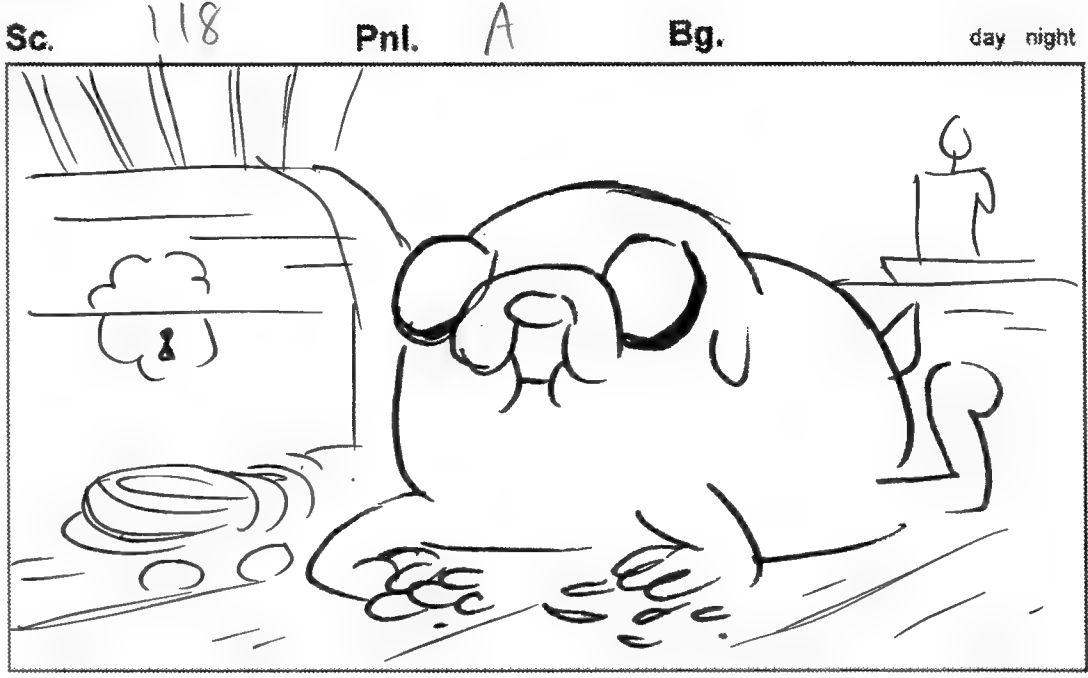
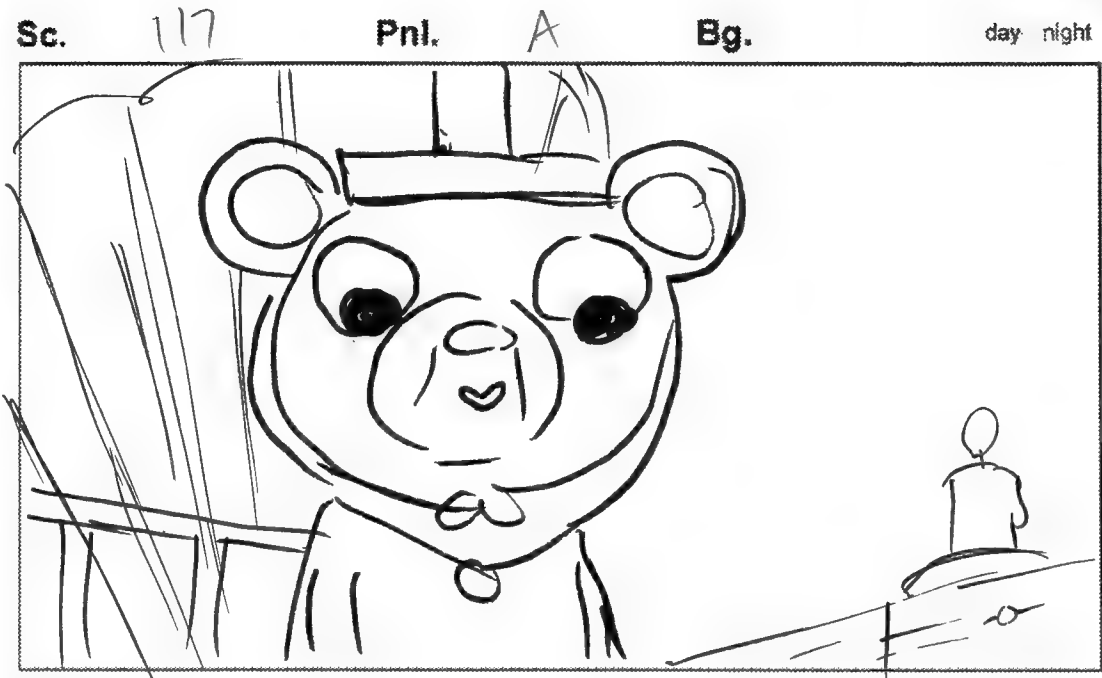


Dialog:	(Seven): Yeah, it's like solitaire but there's very few unsolvable shuffles.	(J): mm.. (thoughtful)
Action:		
Timing:		



© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



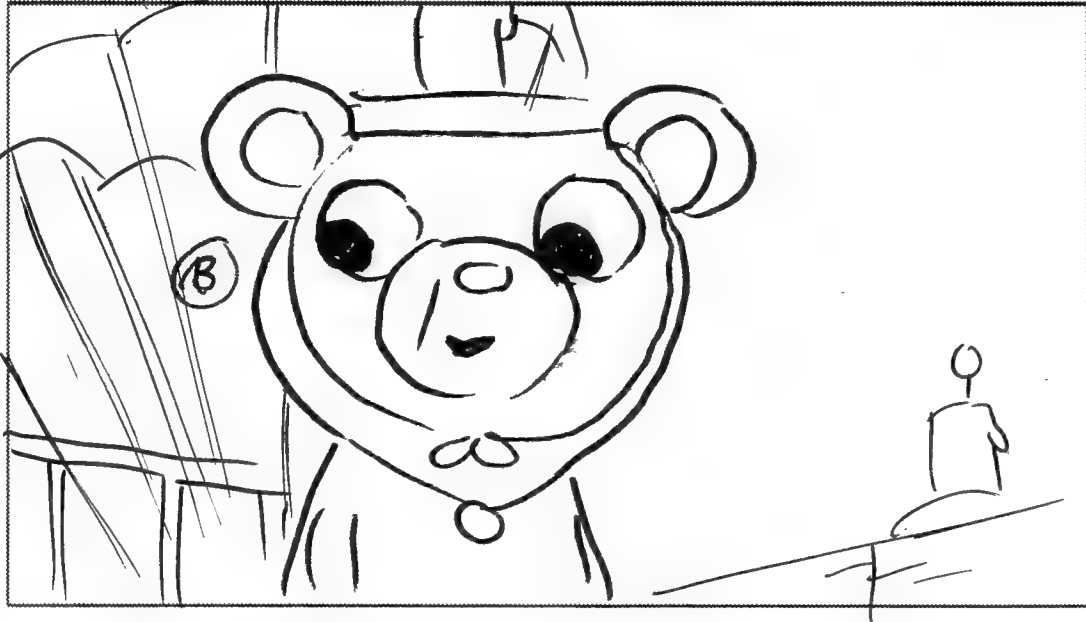
Dialog:	(7) It's a GREAT game. Great game...	(J:) ...
Action:	I really love it. But...	
Timing:		

1025-193  
EPISODE #  
Production :

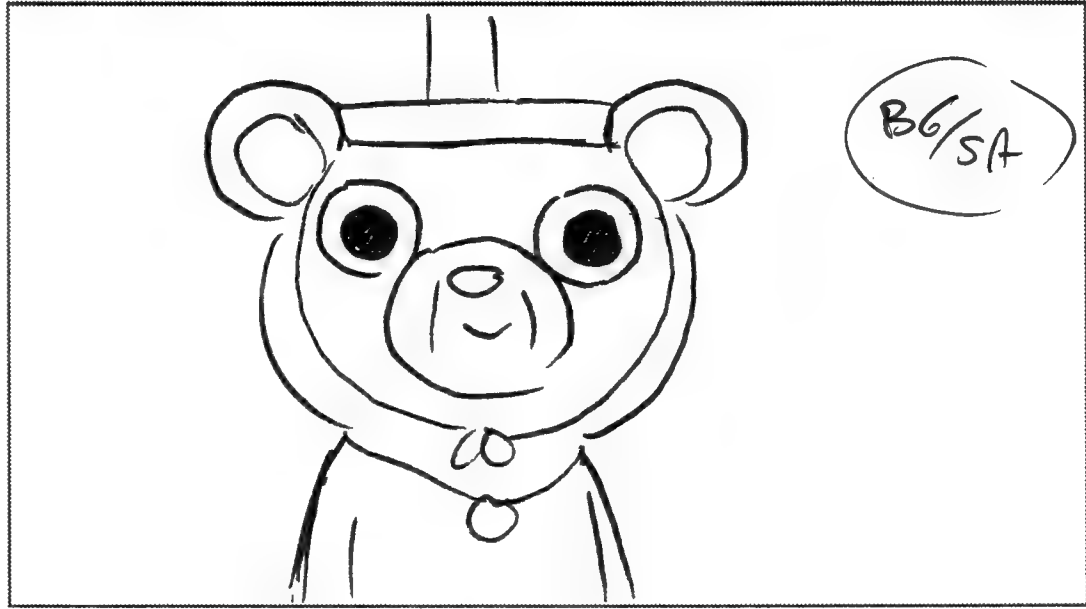
© 2009 The Walt Disney Company. All Rights Reserved. This material is the property of The Walt Disney Company. It is to be used for production purposes only and may not be sold or transferred.



Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog: (SEVEN) (B) But it's nice... y'know -  
(haltingly?)

Action:

Timing:



EPISODE #

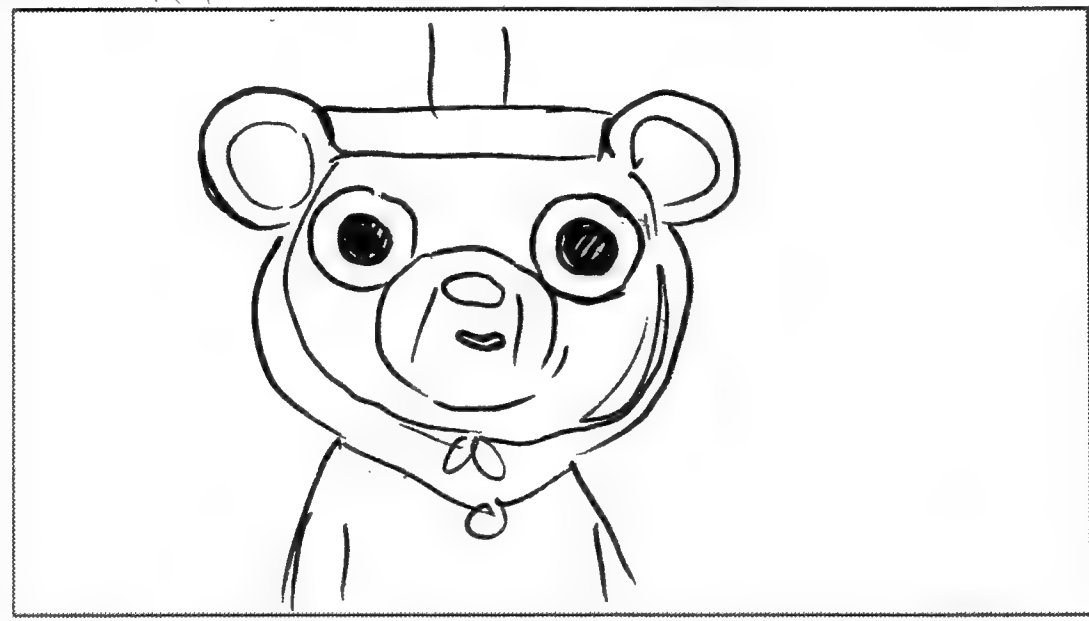
Production :

1025-193

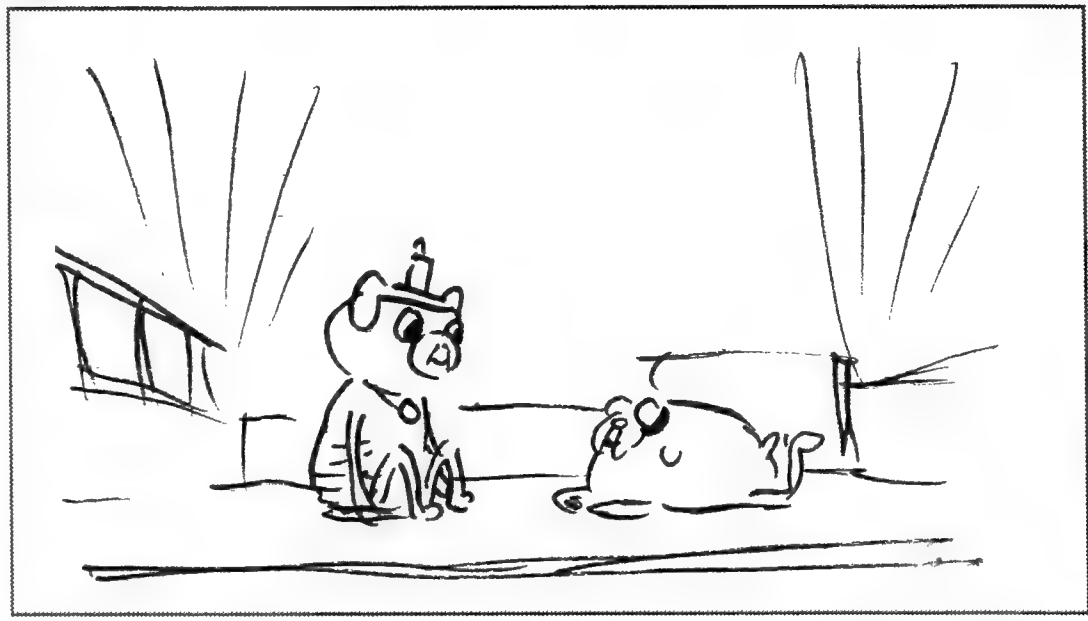
ADVENTURE TIME



Sc. 119 Pnl. C Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:	(7:) to have someone... I can play freecell alongside of.	(J) (sensitive, upbeat) Yeah man.
Action:		
Timing:		

EPISODE # 1025-193  
Production :



Sc. 120 Pnl. B Bg. day night

Sc. 120 Pnl. C Bg. day night

Dialog:

5:) y'know, also,

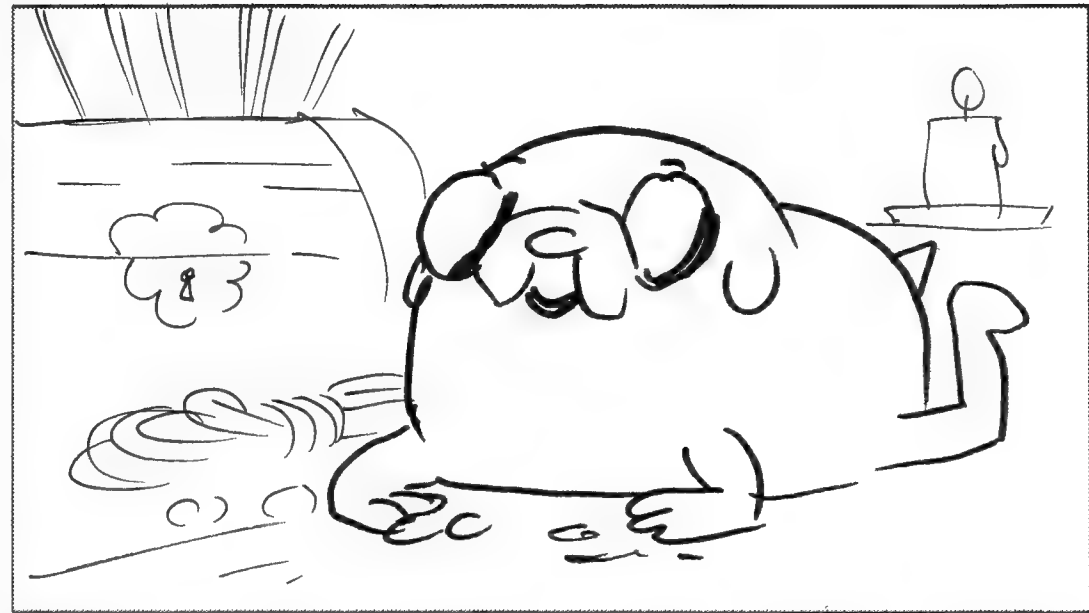
Action:

Timing:

ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night

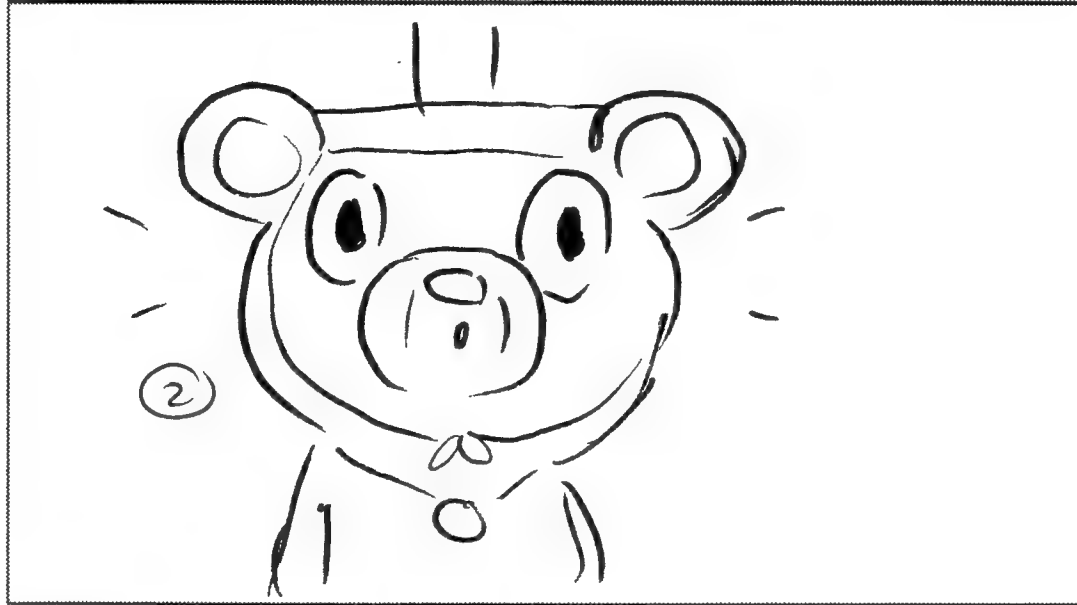


Dialog:	(J:) I know some other card games we could play -		→ y'know, ... together.	
Action:				
Timing:				

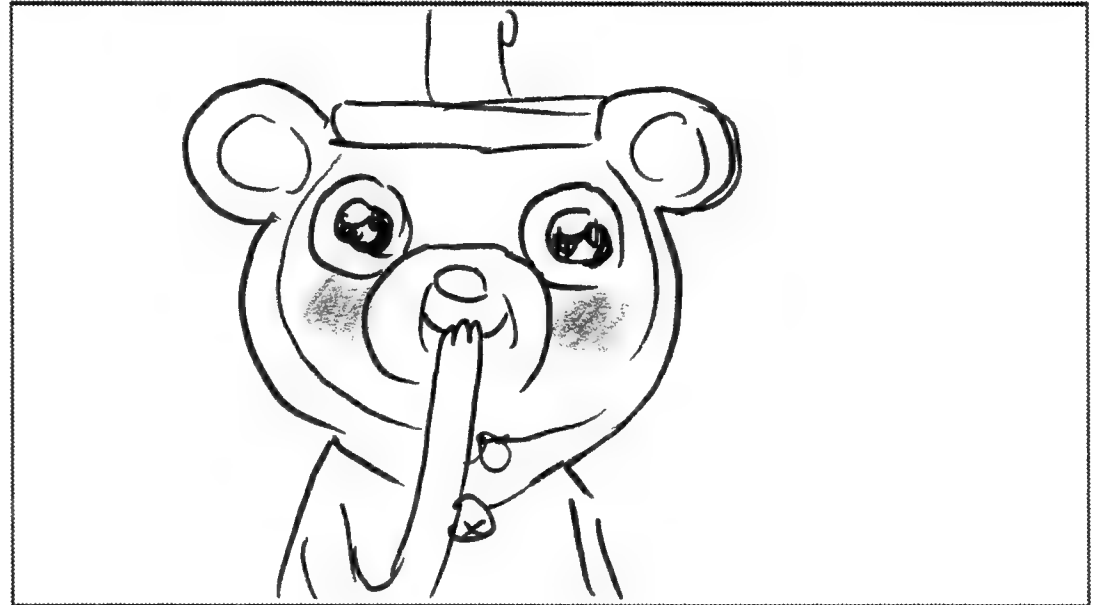
EPISODE # 1025-193  
Production :



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:

(7) - GASP -

Action

(7) \* stifled giggle \*

Timing

- Seven blushes



EPISODE #

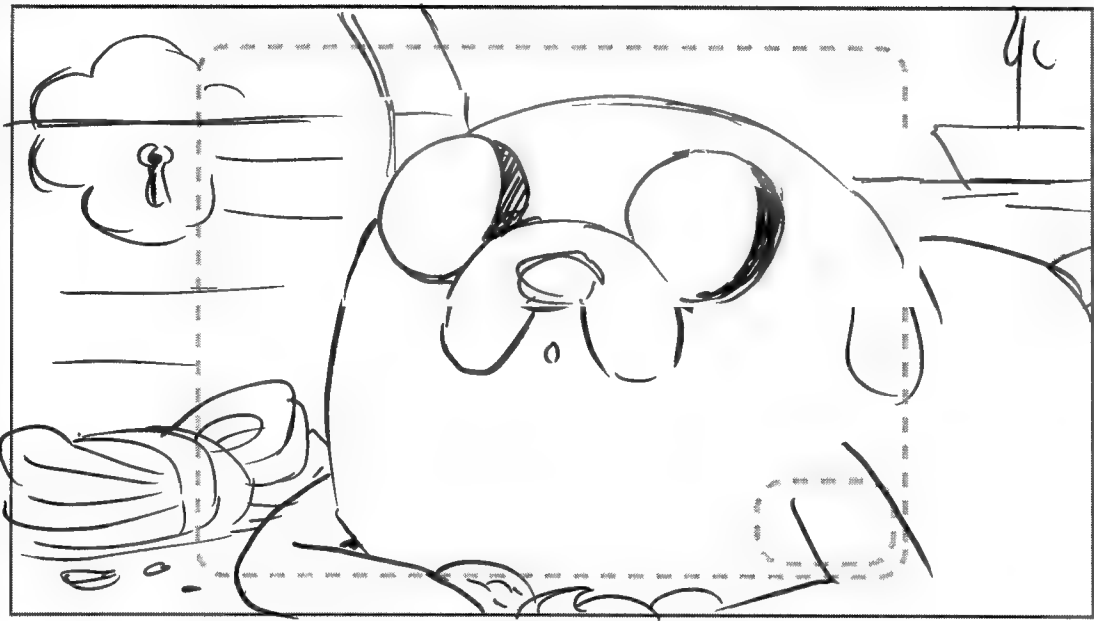
1025-193

Production :

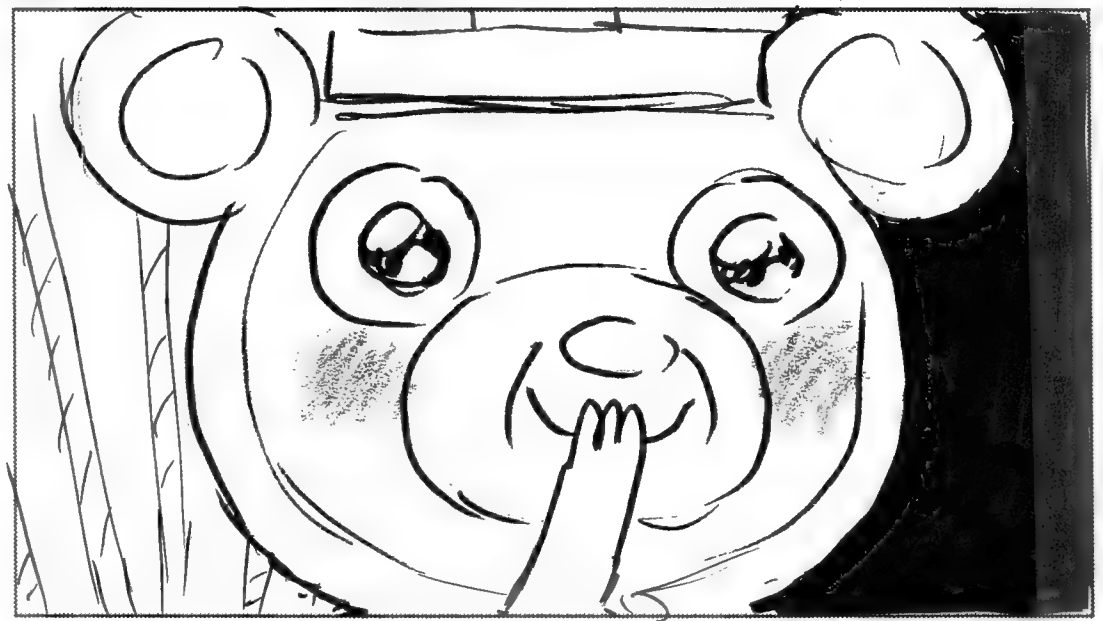
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. 124 Pnl. A Bg. day night

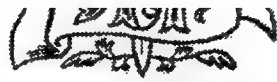


Dialog:	- BEAT -	- BEAT -
Action:		
Timing:		

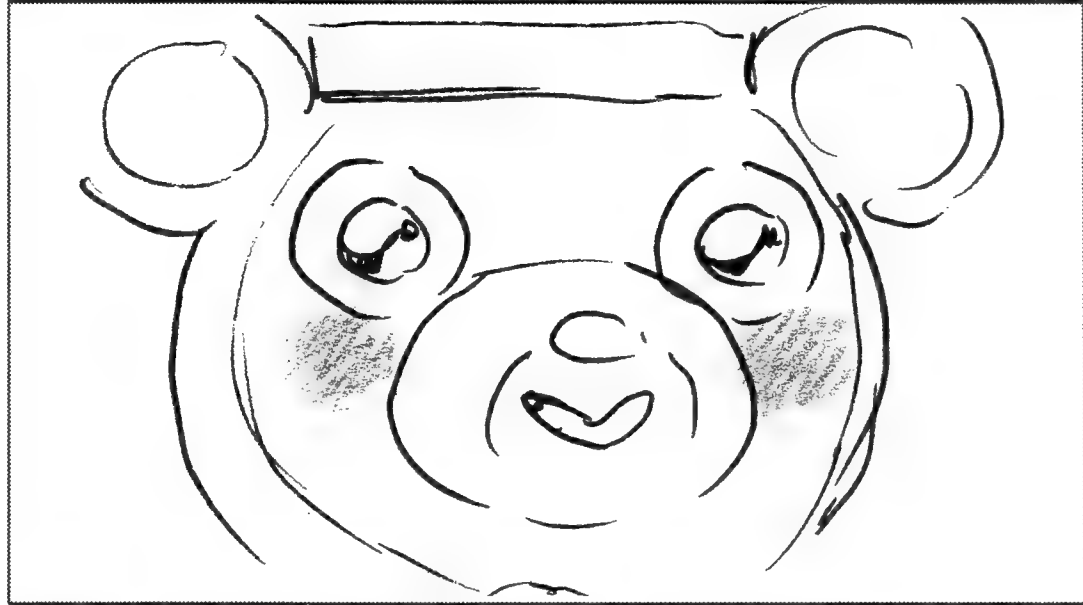
EPISODE #

Production :

1025-193



Sc. 124 Pnl. B Bg. day night



Sc. 124 Pnl. C Bg. day night



Dialog:

SEVEN: (embarrassed + excited)  
I forgot there were  
games like that.

(7:) \*laughs\*

Action:

Timing:

EPISODE #

Production :

1025-193

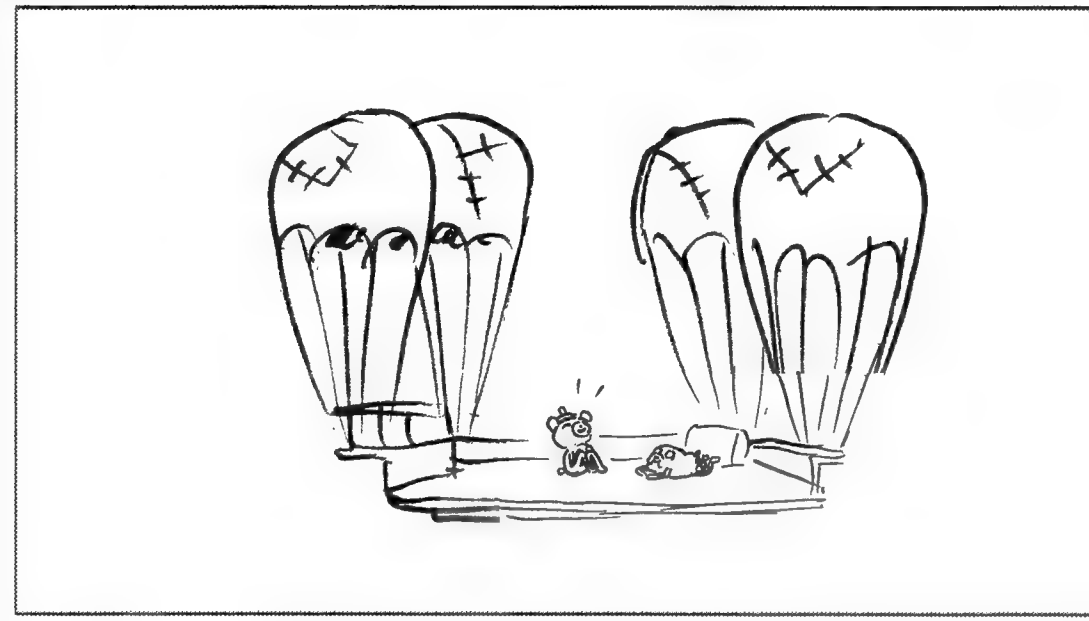


ADVENTURE TIME

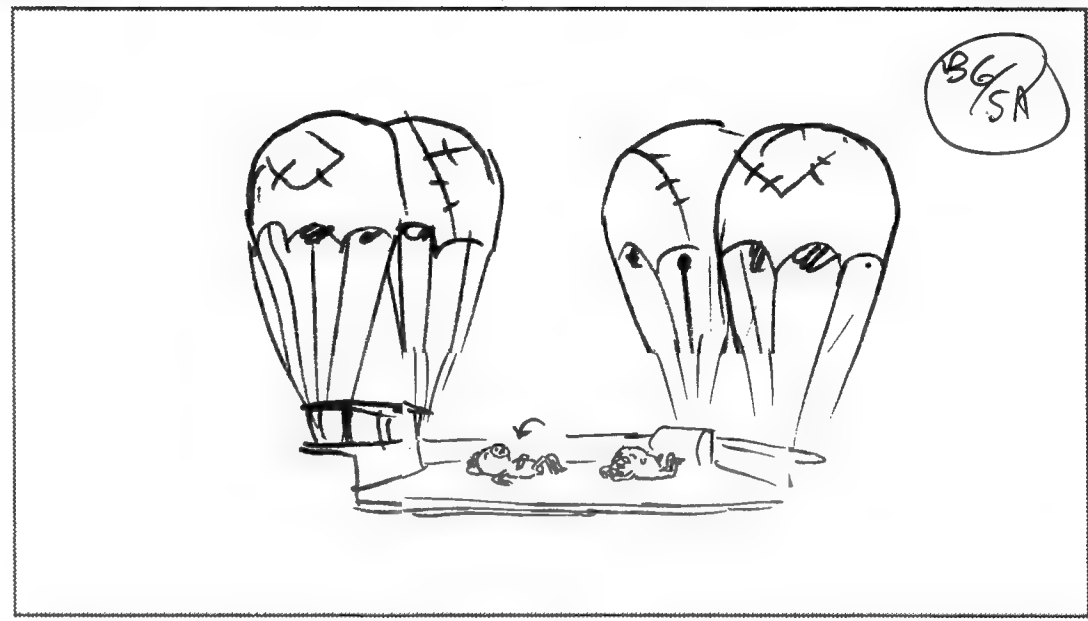


Page 139

Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



Dialog: (7:) \* laughing \* SEVEN → cont. laughing, gets louder JAKE → joins in infectious laughter.

Action: -Seven laughs so hard he falls on his back.

Timing:

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be used or transferred.

EPISODE #

Production :

1025-193

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc. 126	Pnl. A	Bg.	day night

Dialog:	(KH)(OS) ... and then there was another time, this was several years back, →
Action:	
Timing:	

EPISODE #  
  
Production :

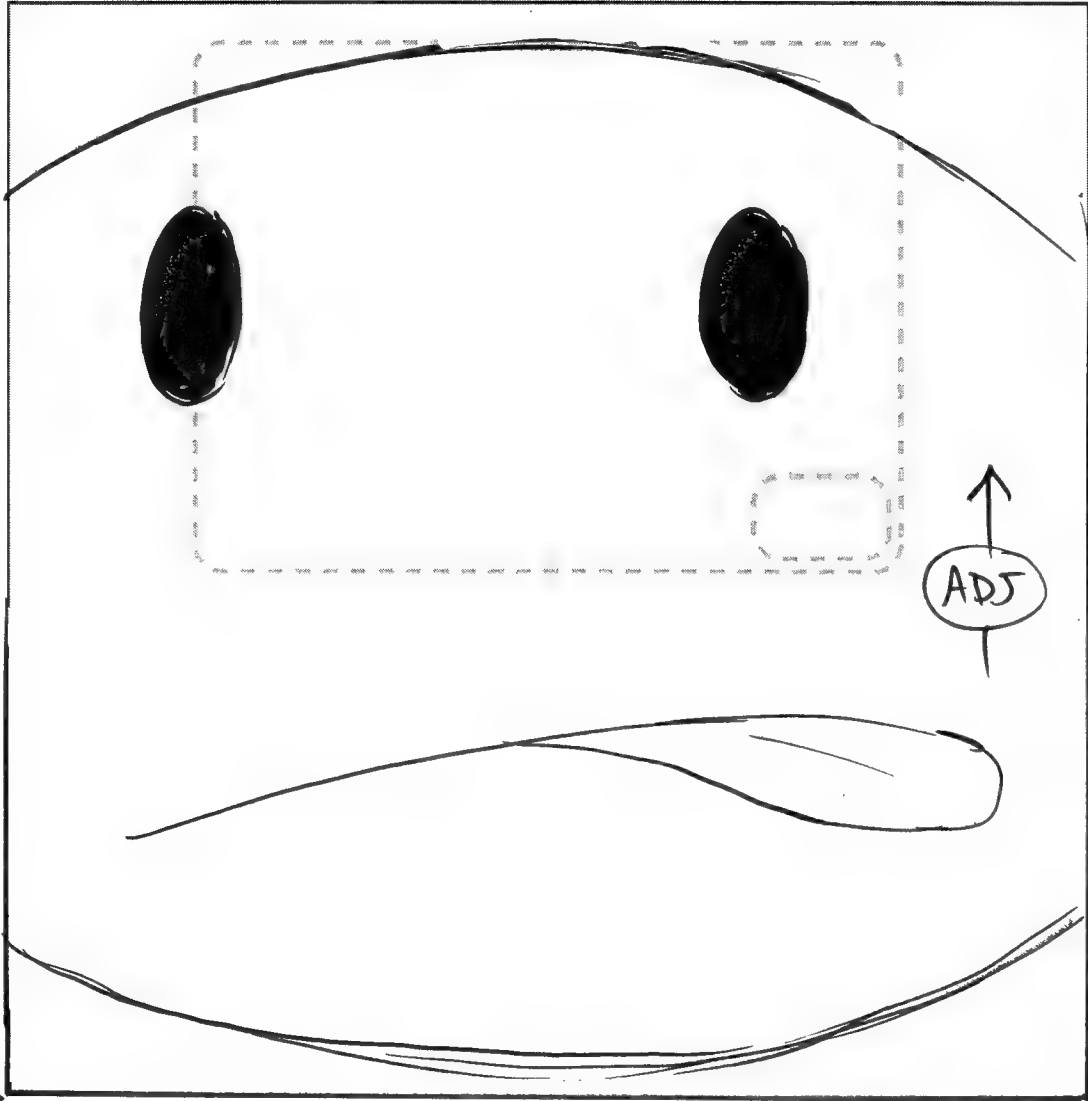
1025-193

© 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 126 Pnl. B Bg. day night



Dialog:	(KH) OS → the clock chimed <u>EARLY</u> and I thought:
Action:	
Timing:	

EPISODE #

Production :

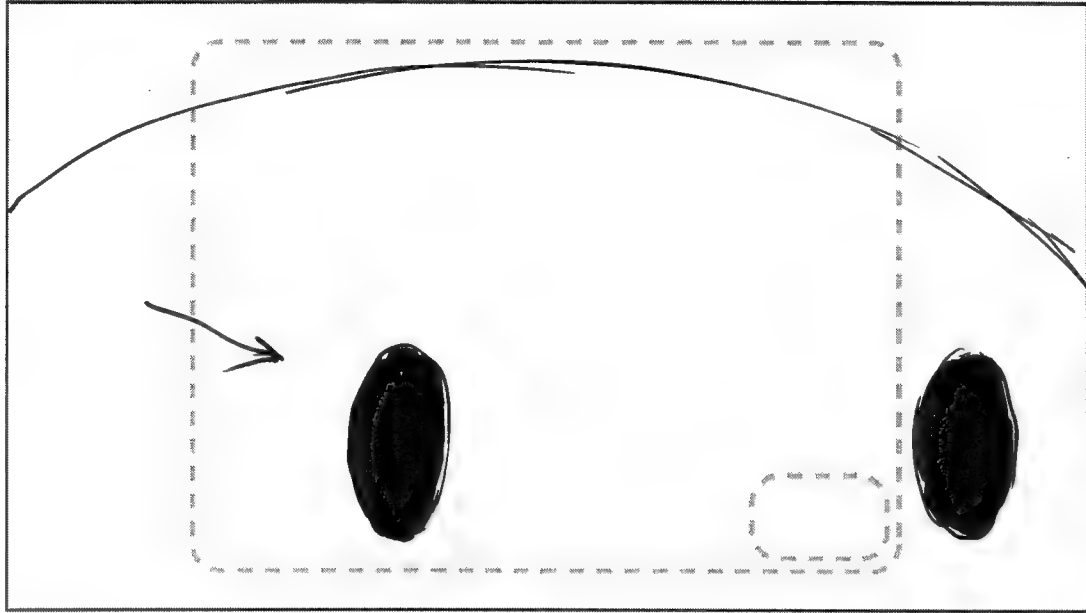
1025-193

© 2009 This material is the Property of The Cartoon Movement, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

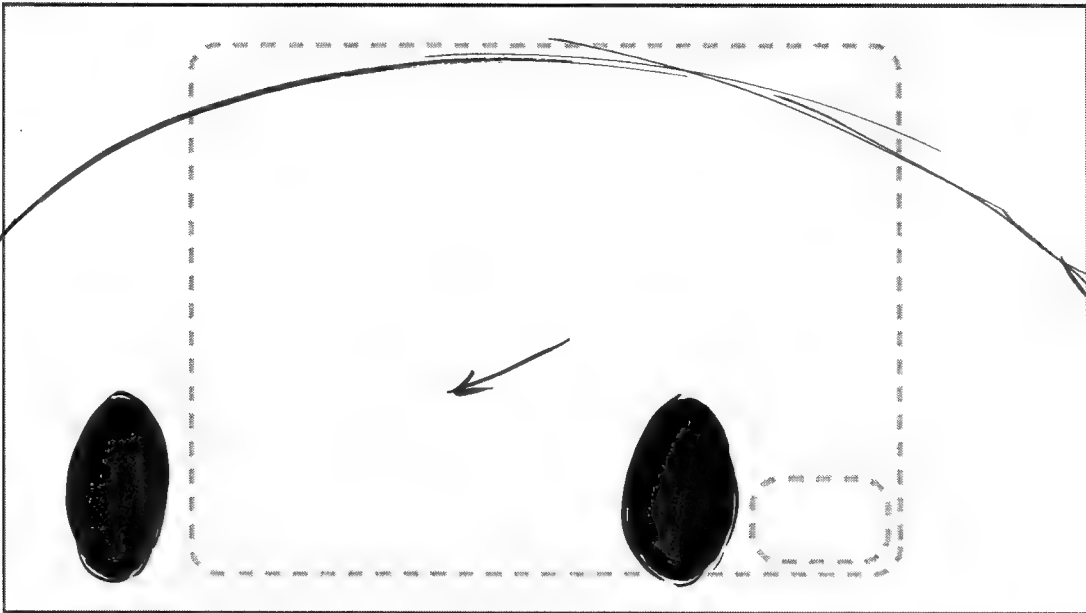
# ADVENTURE TIME



Sc. 126 Pnl. C Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog: (KH) (OS) → "oh boy, here we go"... → but it turned out one of →

Action: - Finn looks around the room while he formulates his scheme.

Timing:

EPISODE #

Production :

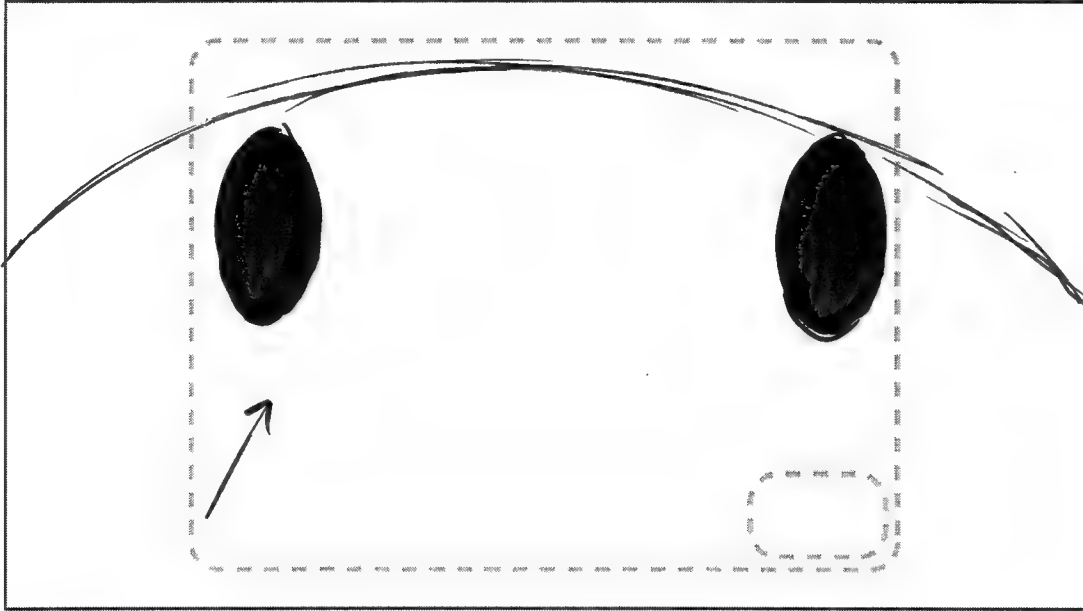
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

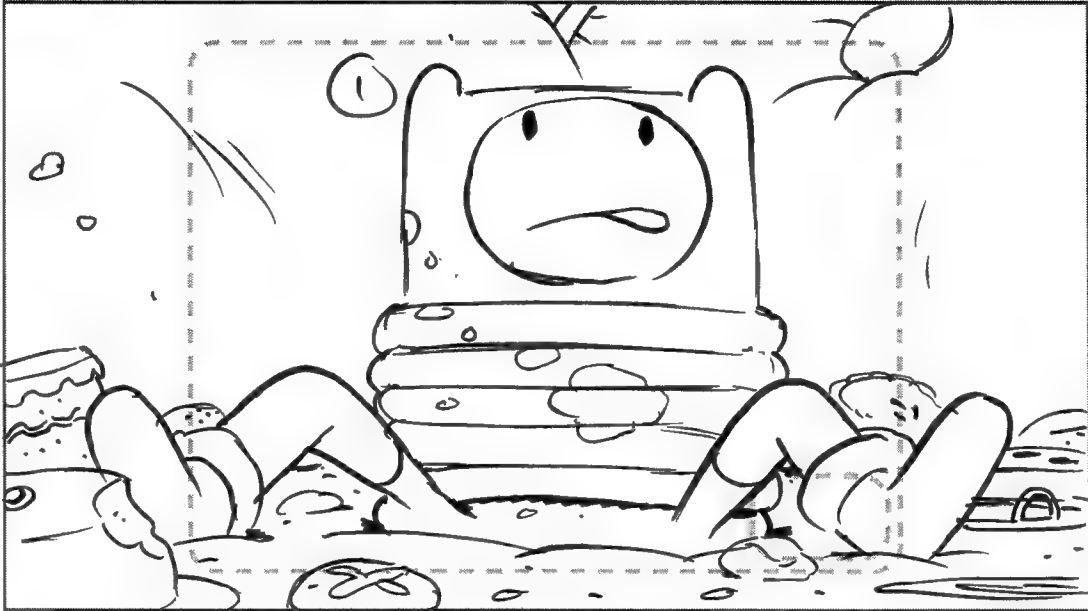
ADVENTURE TIME



Sc. 126 Pnl. E Bg. day night




Sc. 127 Pnl. A Bg. day night



Dialog: KH OS → the food boyz had simply gotten... → ...wedged ... under... ②

Action:

Timing:



EPISODE #

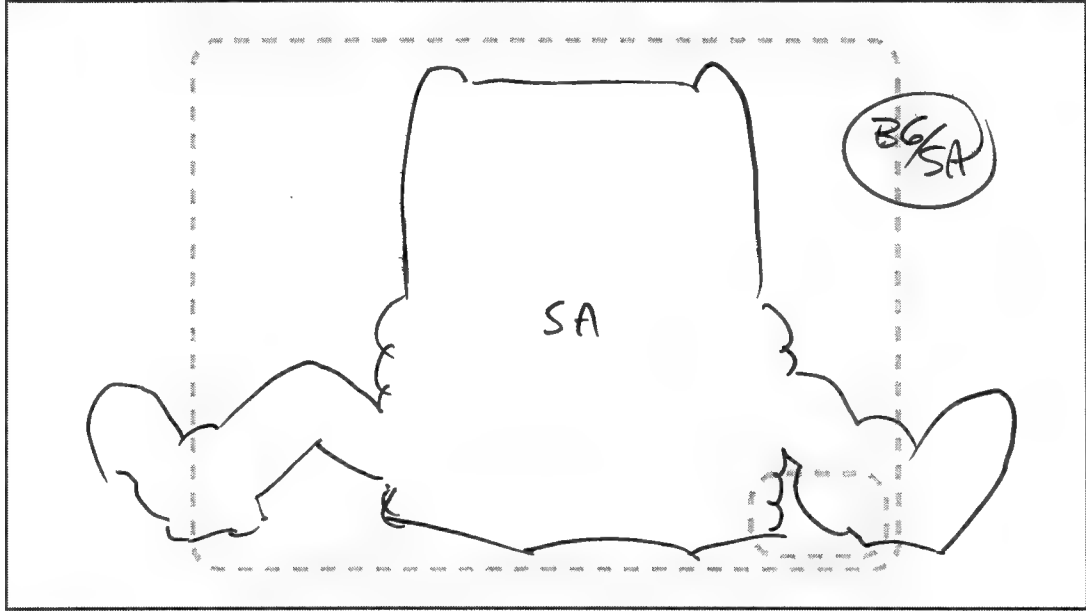
Production :

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

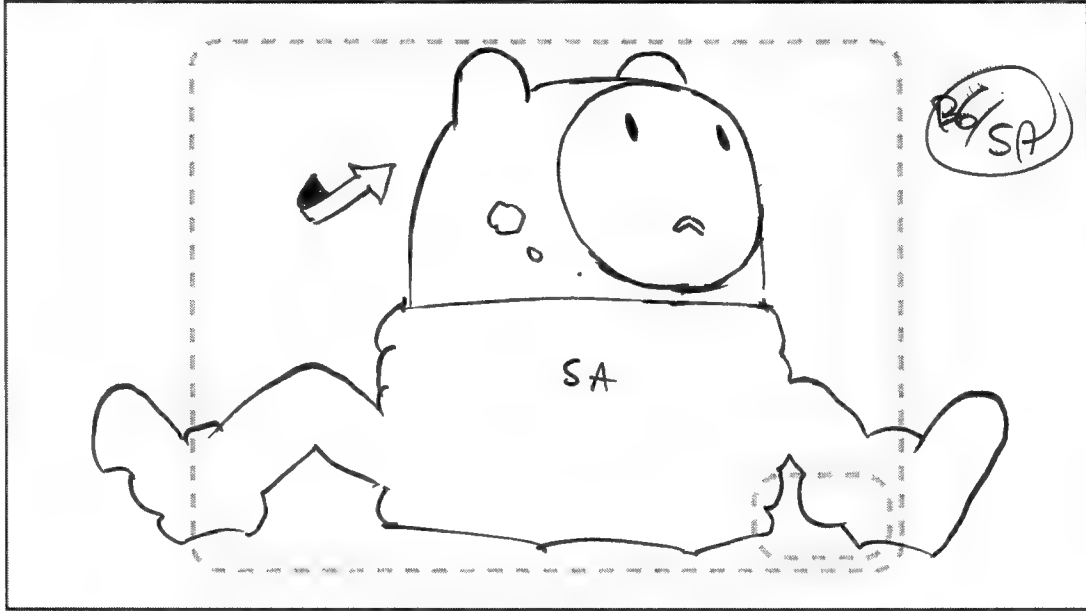
ADVENTURE TIME



Sc. 127 Pnl. B Bg. day night



Sc. 127 Pnl. C Bg. day night



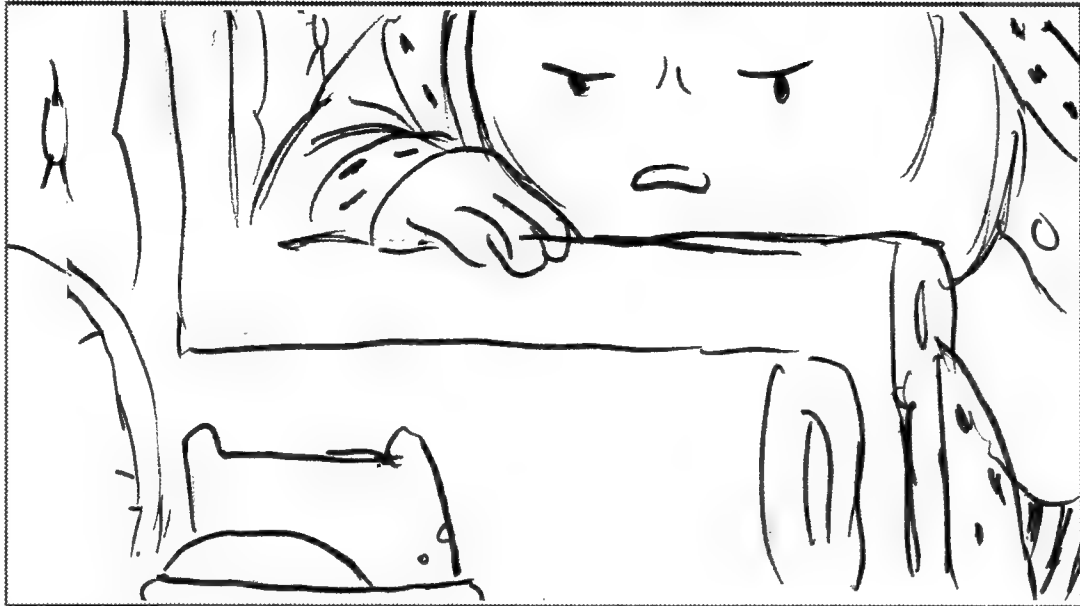
Dialog:	- BEAT -	(KHOS) FINN! (FINN) huh? (surprised, to-self)
Action:		
Timing:		

EPISODE #

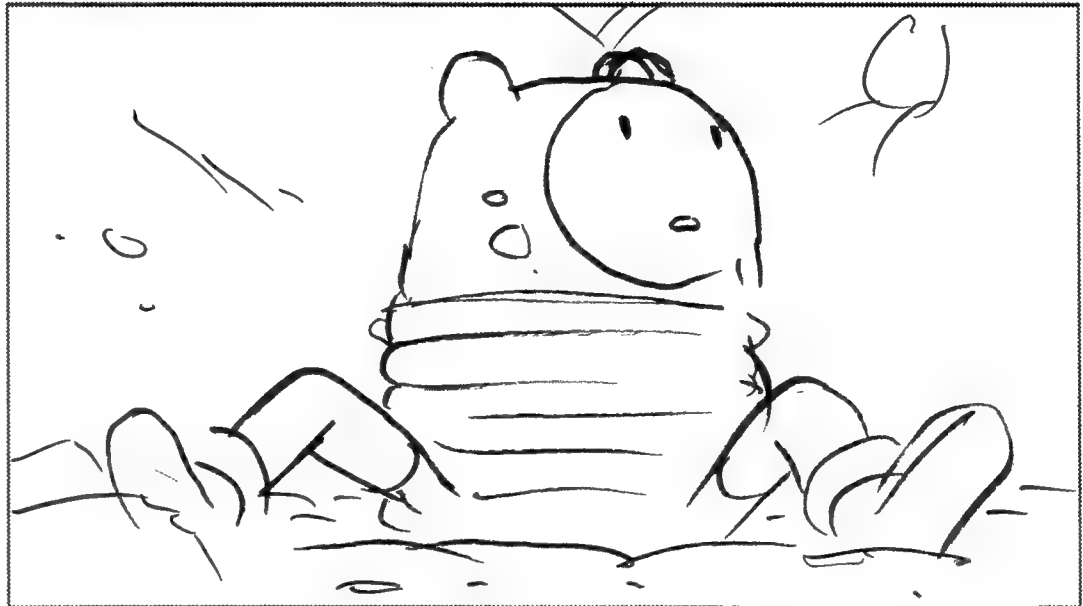
Production :



Sc. 128 Pnl. A Eg. day night



Sc. 129 Pnl. A Eg. day night



Dialog:

(KH:) Are you listening !?

Action:

Timing:

(FINN) Of course: food bag in the clock.

EPISODE #

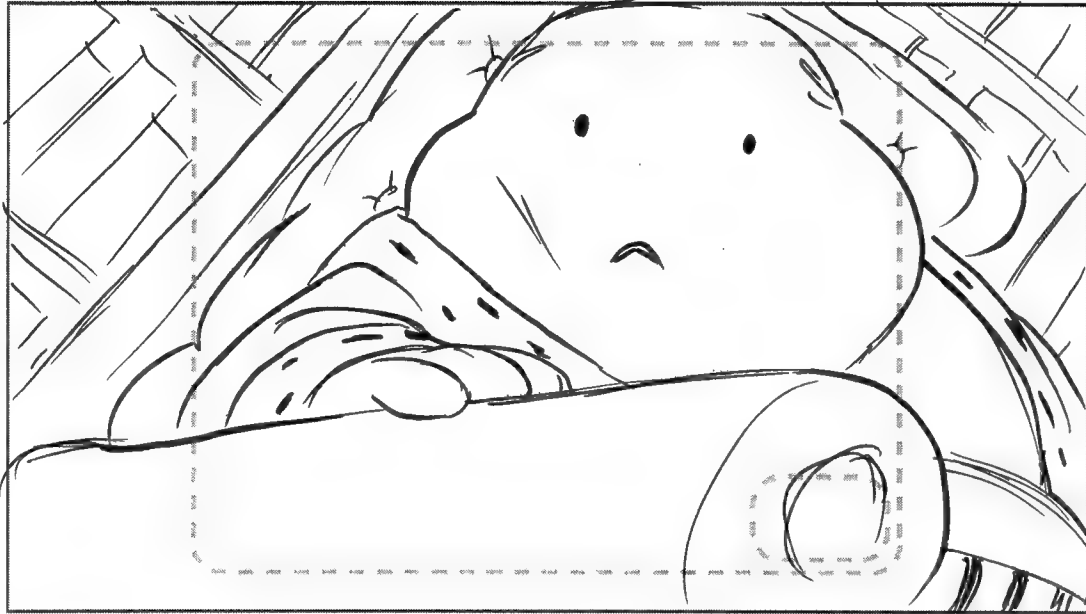
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

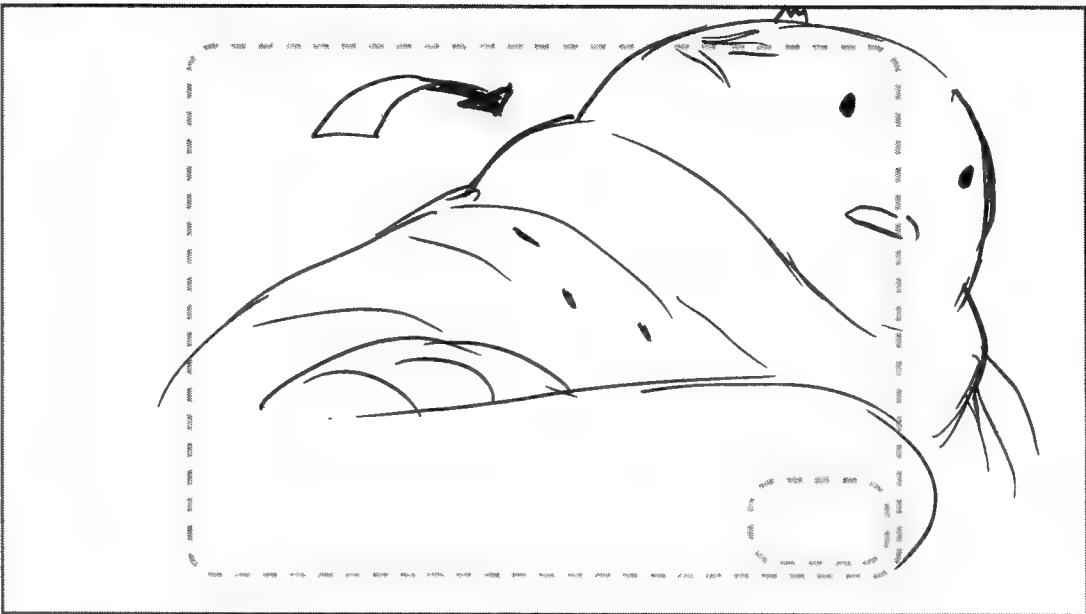
ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 Pnl. B Bg. day night



Dialog:	(KH) Hmph. Yes...	(KH) Anyway, as I was saying, →
Action:		
Timing:		

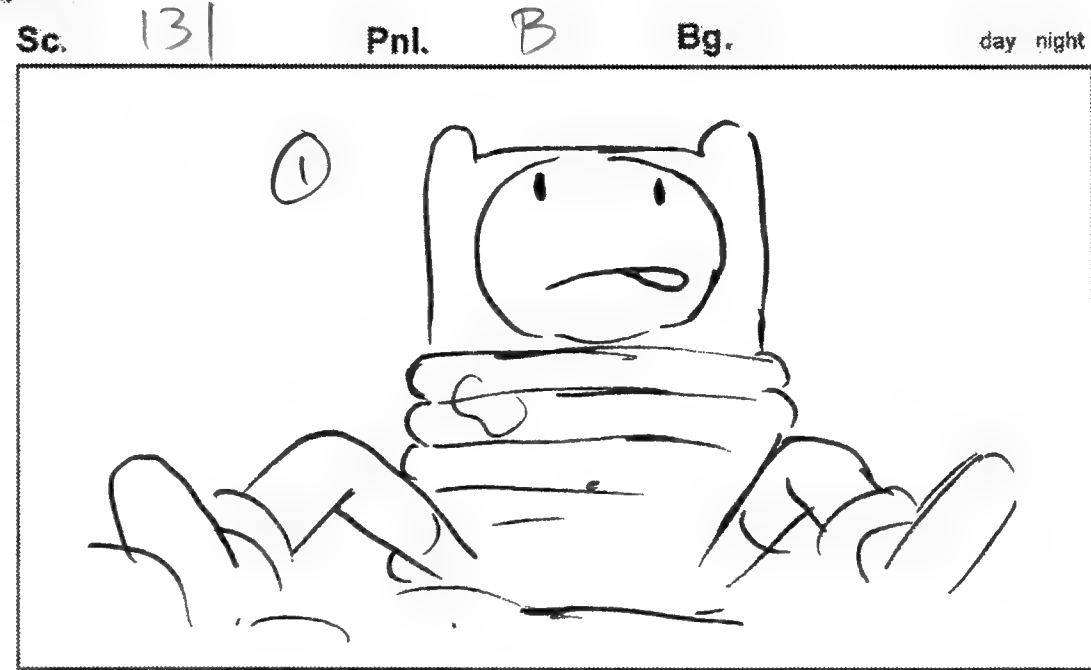
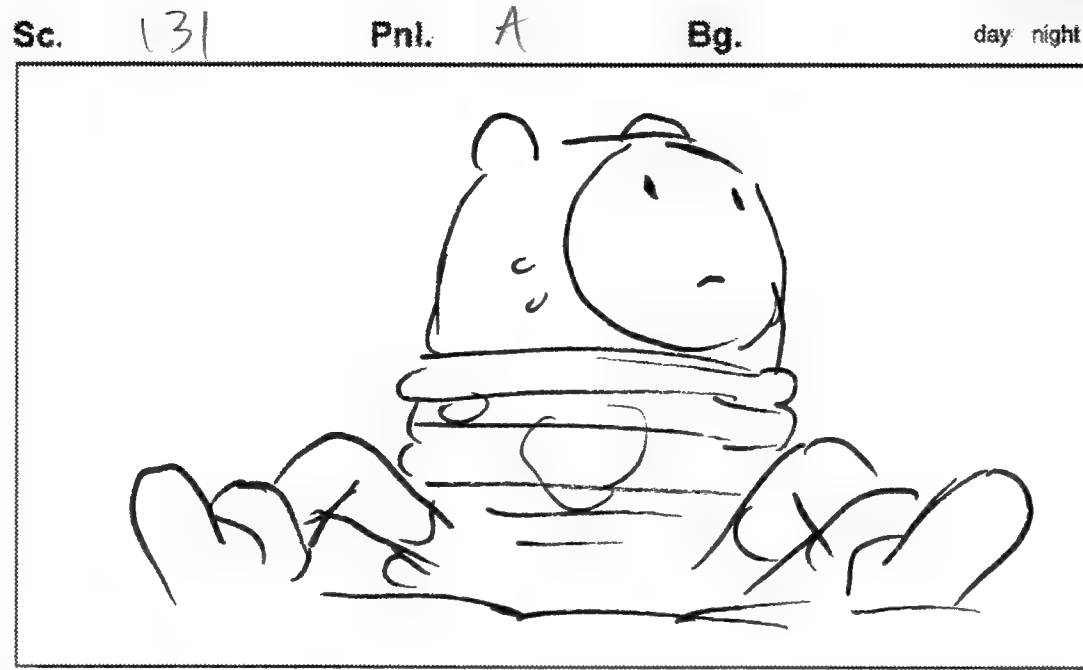
EPISODE #

Production :




© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(KING-HUGE) (OS) (KING'S AUDIO FADES OUT A BIT)
Action:	One of my food boys had got himself wedged in the clock's gears good and tight. I tried ... buttering him up with real butter, but what finally worked was buttering him up with hours of sweet-talk. Oh it was quite a sight.
Timing:	



EPISODE #

Production :

# ADVENTURE TIME



Page 148

Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:

(FINN) (V.O.) (slow, careful, grand)  
Alright buddy, let's run through  
this again, →

Action:

(KING) \* talking barely  
audibly in background \*

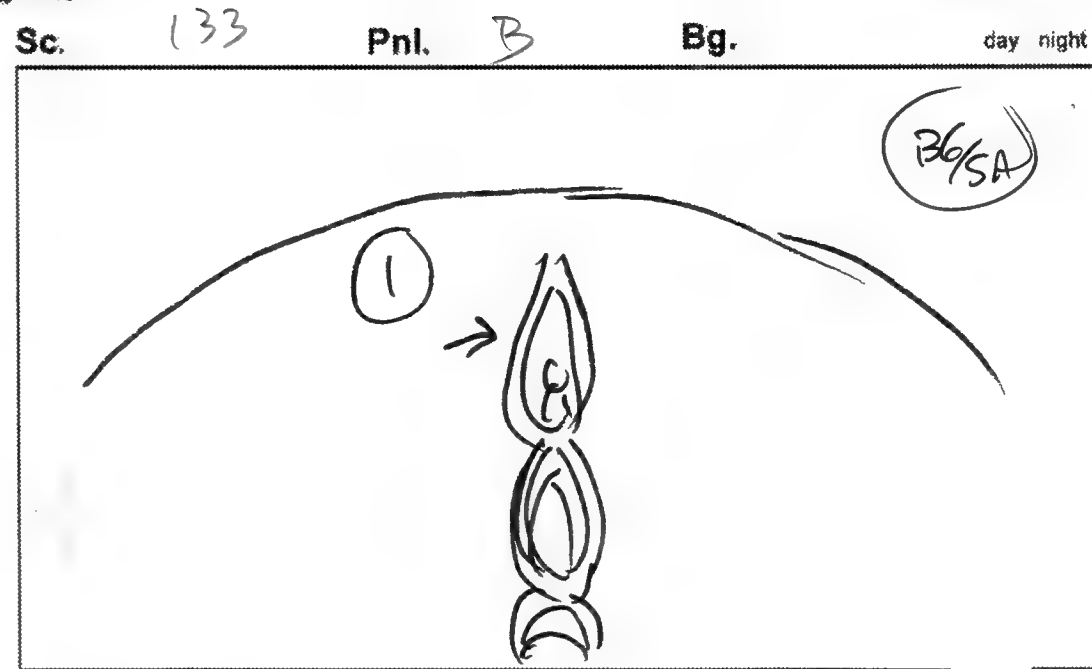
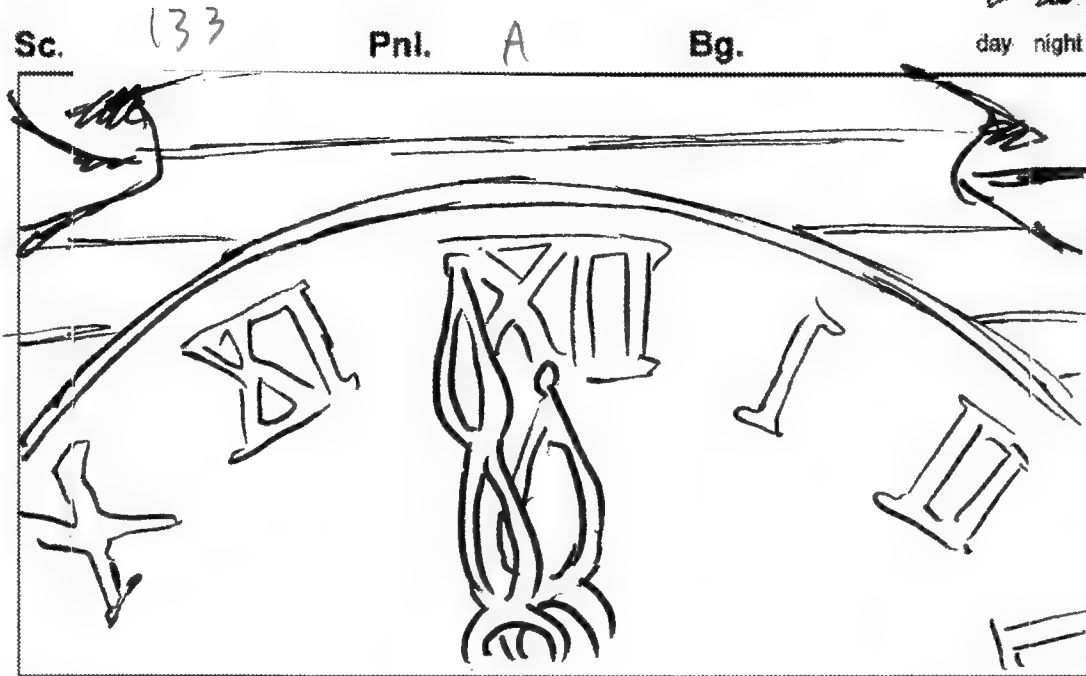
Timing:

cuz we're only  
gonna get  
one shot.

EPISODE #

1025-193

Production :



Dialog:

(2) (SFX:) \*chiming \*

Action:

☆ this segment should have the vaseline lens flash-forward effect

(3) (F) When the clock strikes 12, I beckon kindly to yonder food boyz

Timing:

⌚ clock: 11:59

⌚ clock: 12:00

EPISODE #

Production :

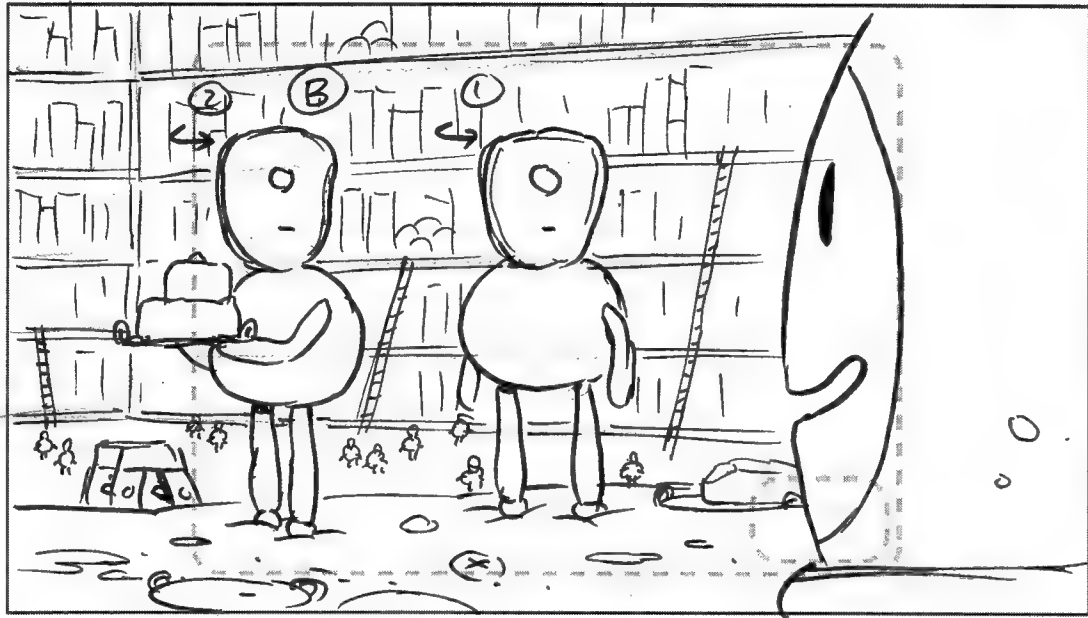
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

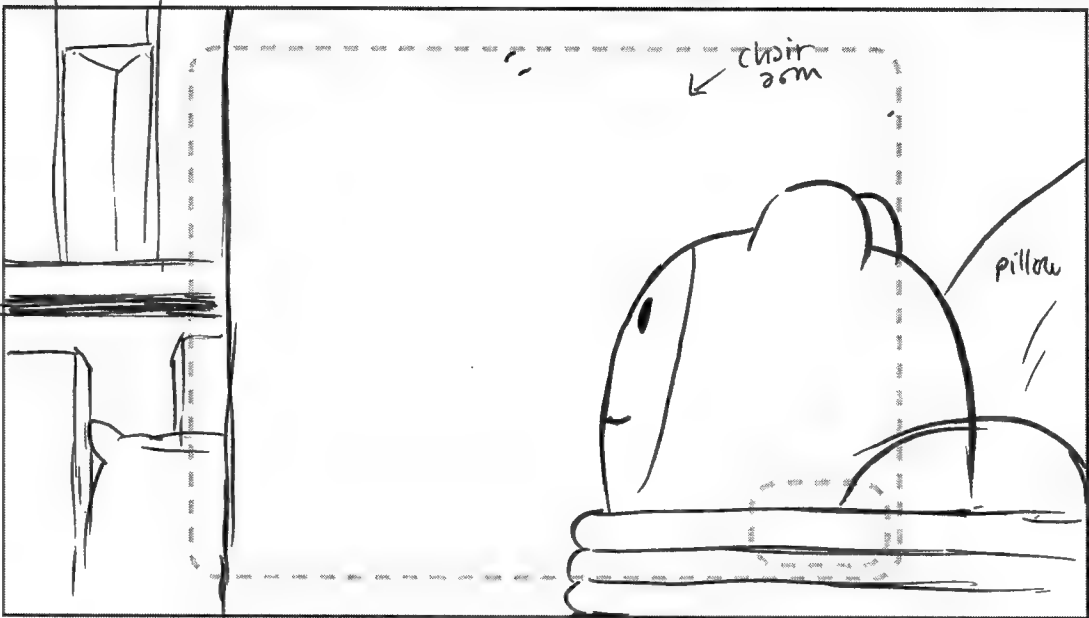
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



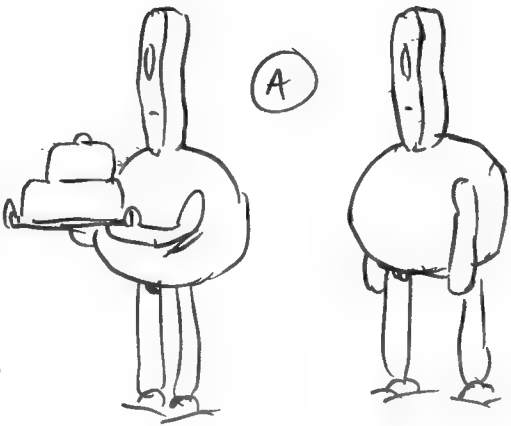
Sc. 135 Pnl. A Bg. day night



Dialog: (F:) Hey do you guys like clean jokes? (F:) (vo) Then chuck some →

Action:

Timing:



EPISODE #

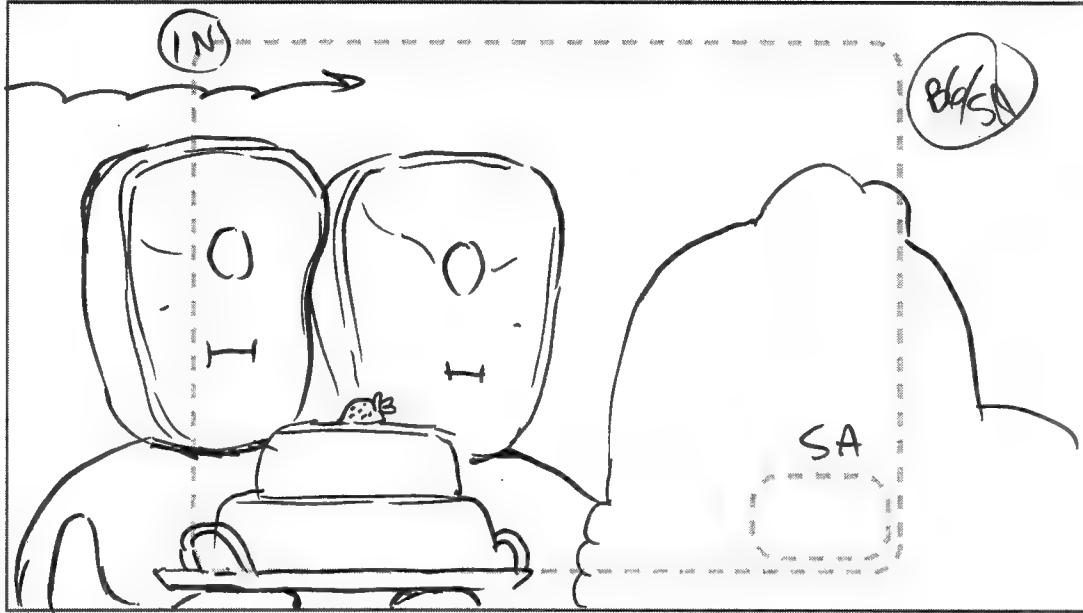
Production :

1025-193

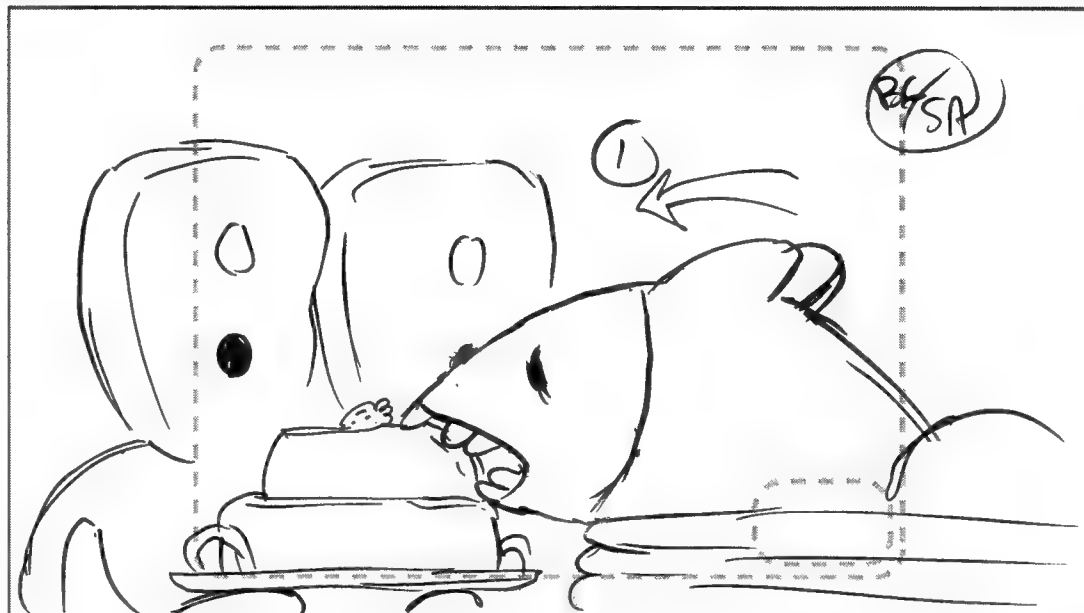
ADVENTURE TIME



Sc. 135 Pnl. B Bg. day night



Sc. 135 Pnl. C Bg. day night



Dialog: (F) (VO) → delicious food in their mouths.

Action: - Finn bites a chunk of cake off and holds it in his teeth.

Timing:

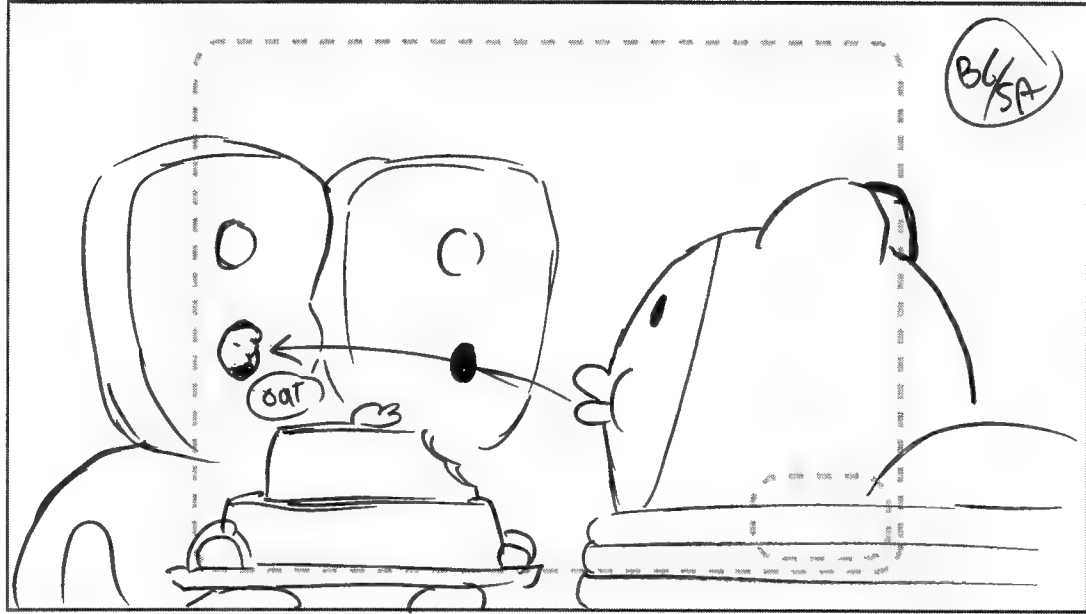
EPISODE #

Production :

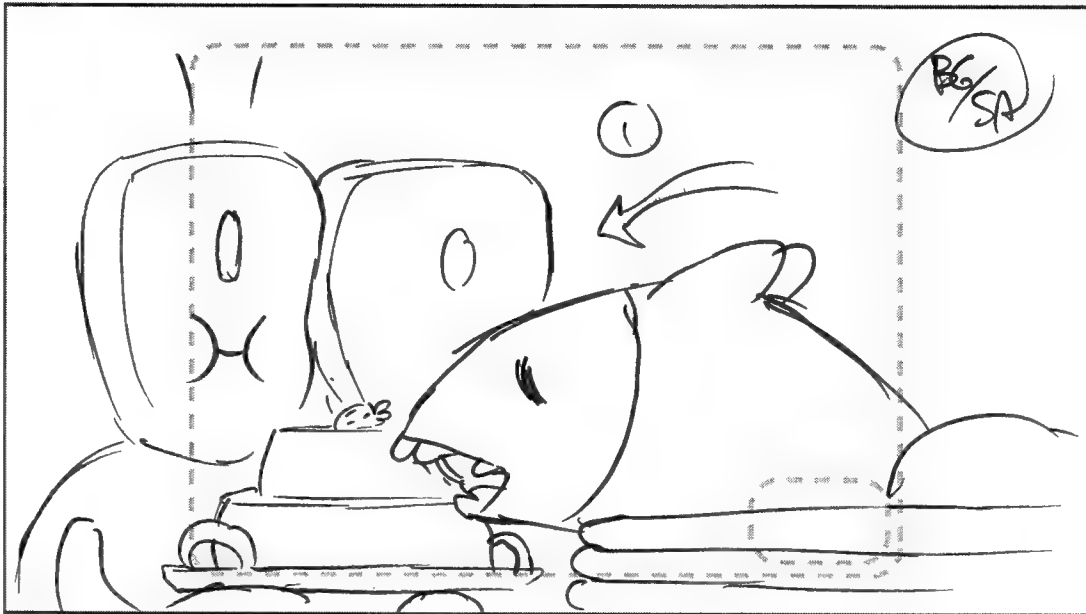
ADVENTURE TIME



Sc. 135 Pnl. D Bg. day night





Sc. 135 Pnl. E Bg. day night



Dialog:

Action: - Finn spits the chunk into the food boy's open mouth.

Timing:



EPISODE #

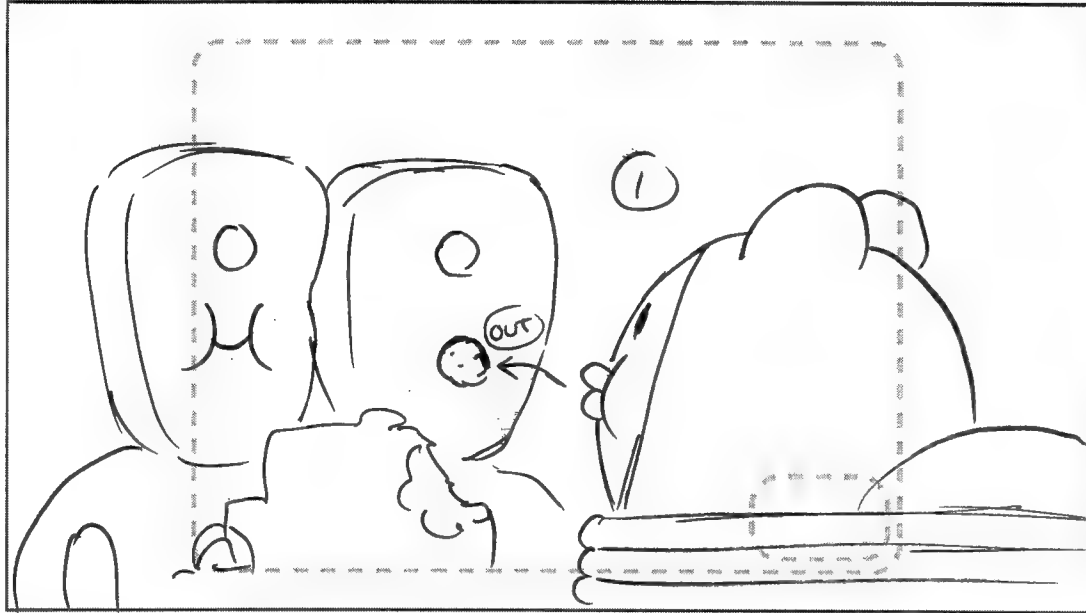
1025-193

Production :

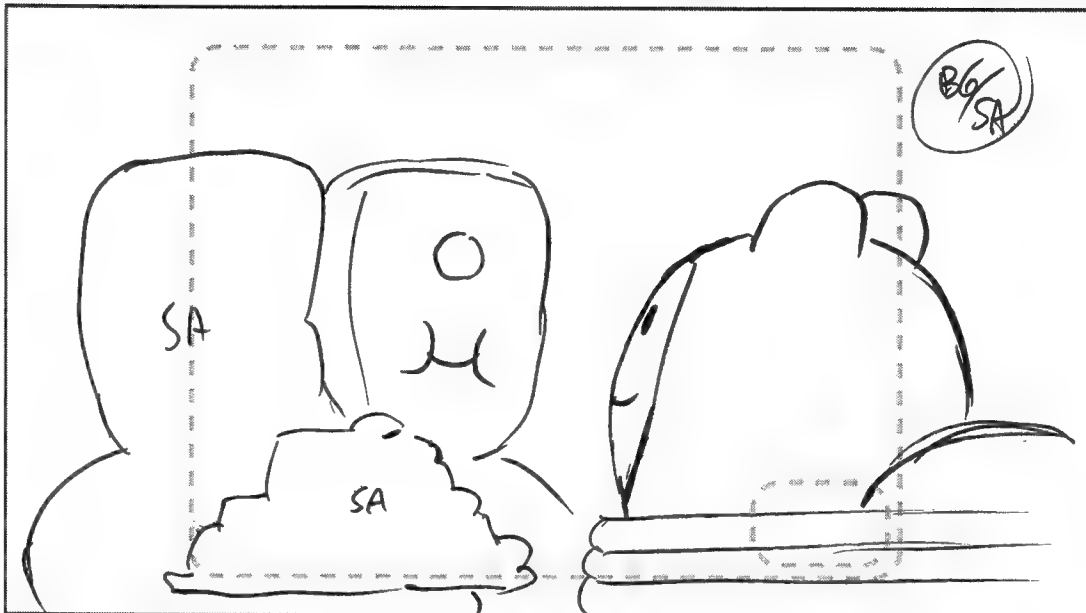
ADVENTURE TIME




Sc. 135 Pnl. F Bg. day night



Sc. 135 Pnl. G Bg. day night



Dialog:	
Action:	
Timing:	




EPISODE #

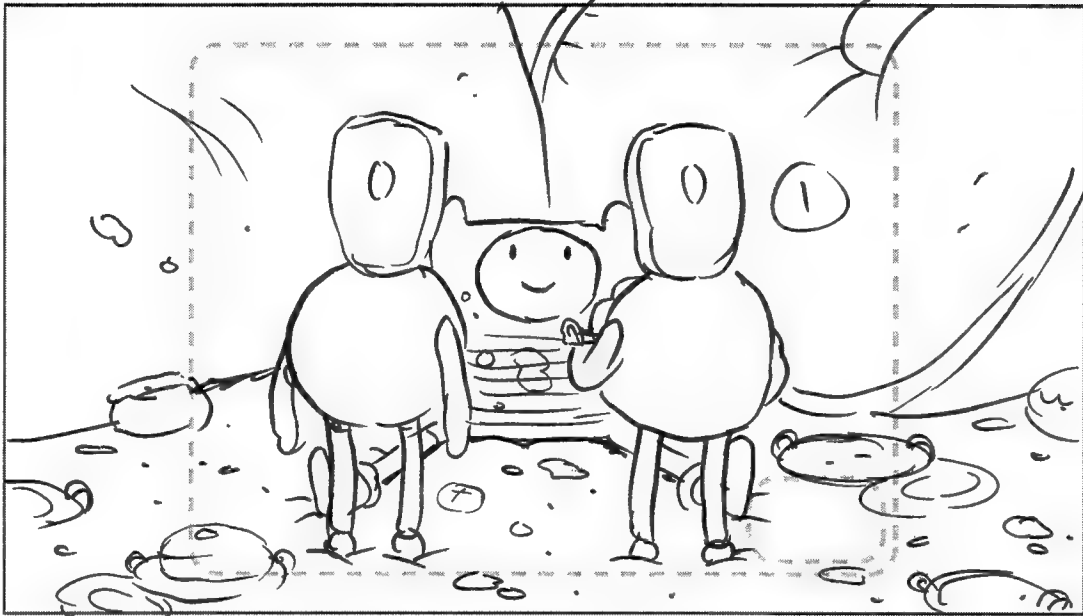
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

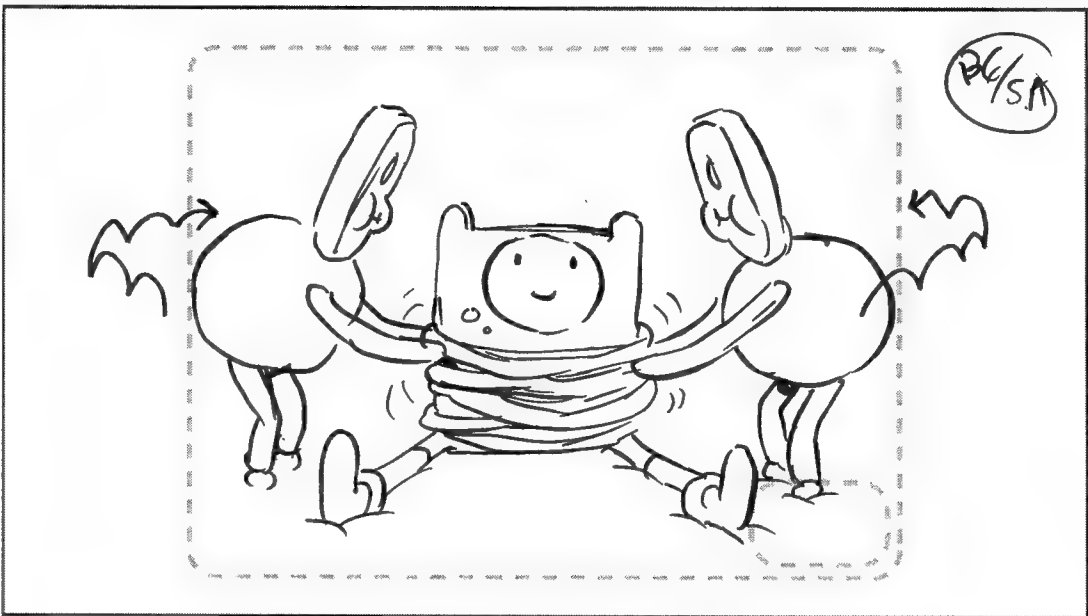
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



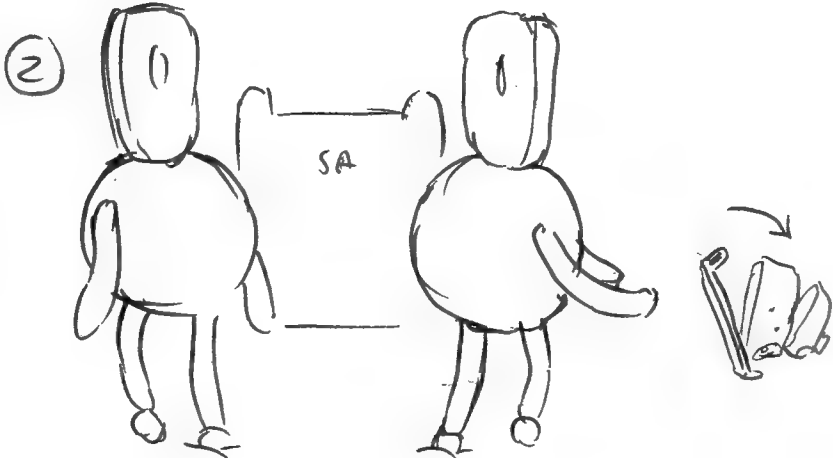
Sc. 136 Pnl. B Bg. day night



Dialog: (FINN) (VO) Having never before known generosity, they'll immediately →

Action:

Timing:



- Food boys loosen Finn's spaghetti ropes

EPISODE #

Production :

1025-193

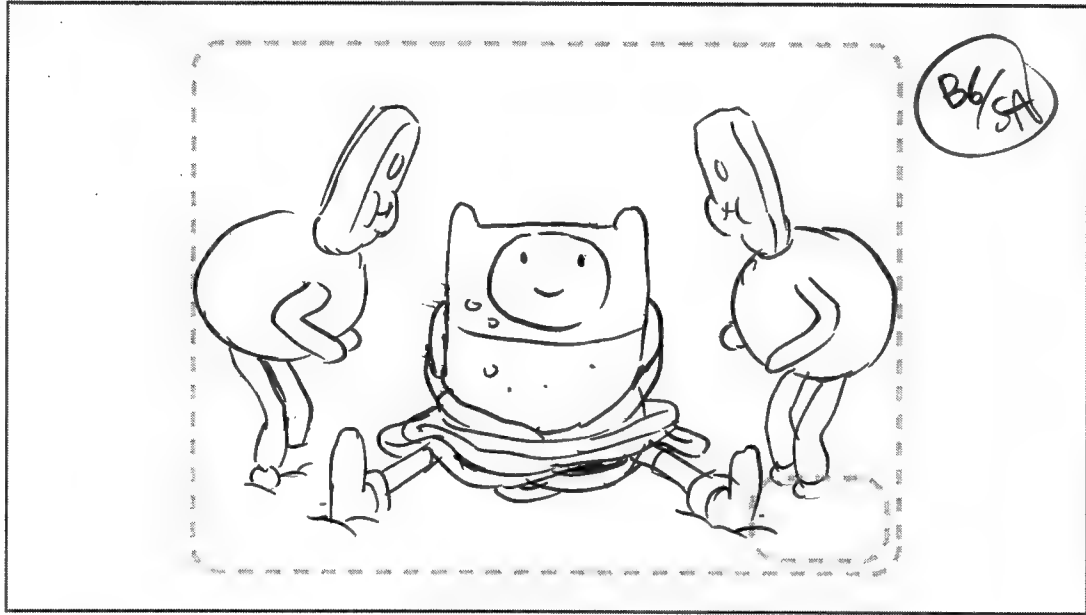


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

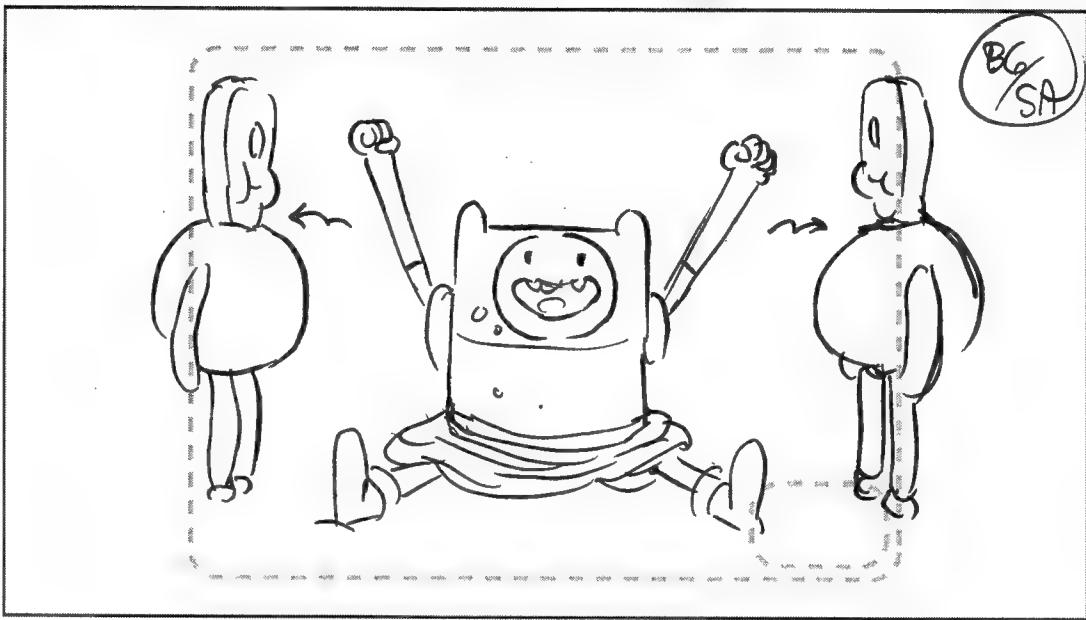
ADVENTURE TIME



Sc. 136 Pnl. C Bg. day night



Sc. 136 Pnl. D Bg. day night



Dialog:	(F) (VO) → make me their leader and undo my spaghetti.	(FINN) Haha! (triumphant)
Action:	①- Foodboyz Step back ②- Finn raises hands in triumph	
Timing:		

EPISODE #

Production :

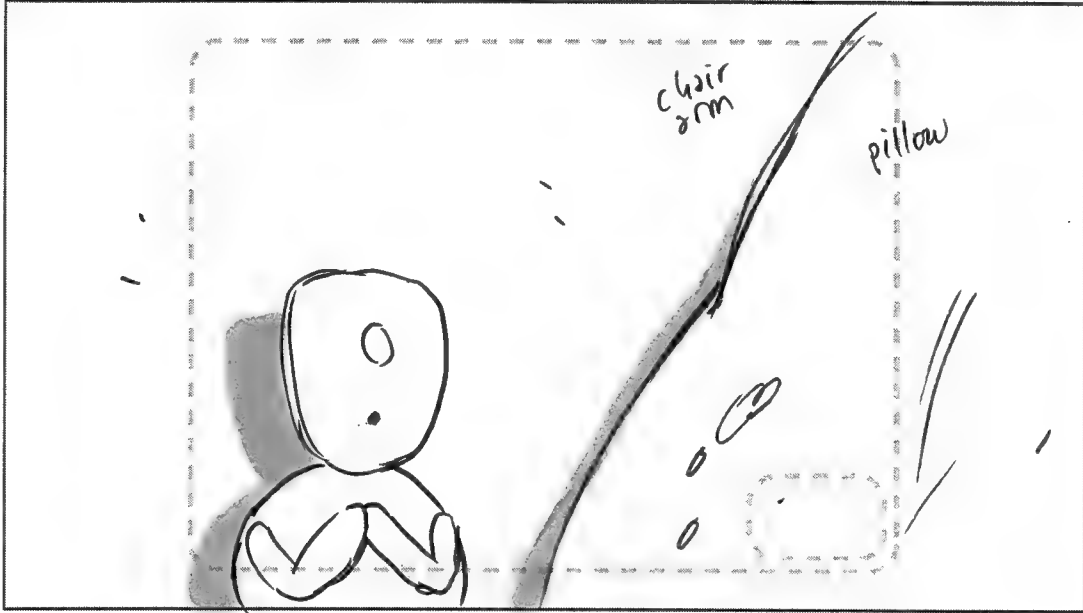
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

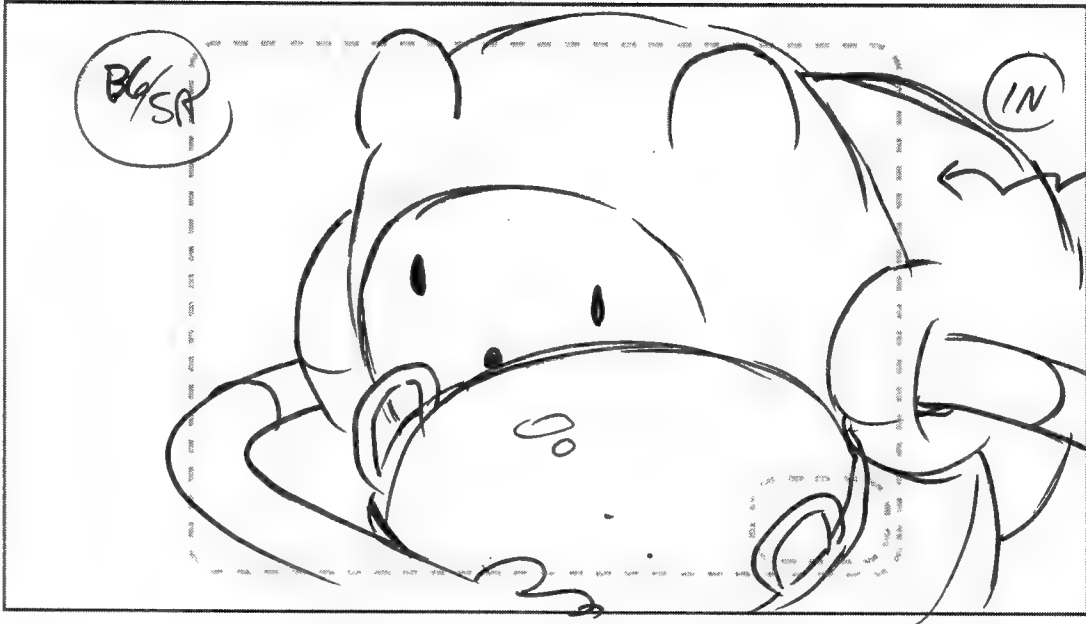
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:	(FINN) Then, with a perfectly timed serving tray,
Action:	-Finn hurls tray offscreen like a discus.
Timing:	

Production :

EPISODE #

1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this audio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 137 Pnl. C Bg. day night

Dialog:
Action:
Timing:

Production : EPISODE #

1025-193

ADVENTURE TIME



Sc. 137 Pnl. D Bg. day night

Dialog:

Action:

Timing:

maybe  
shot  
here of  
tray  
flying?

EPISODE #

Production :

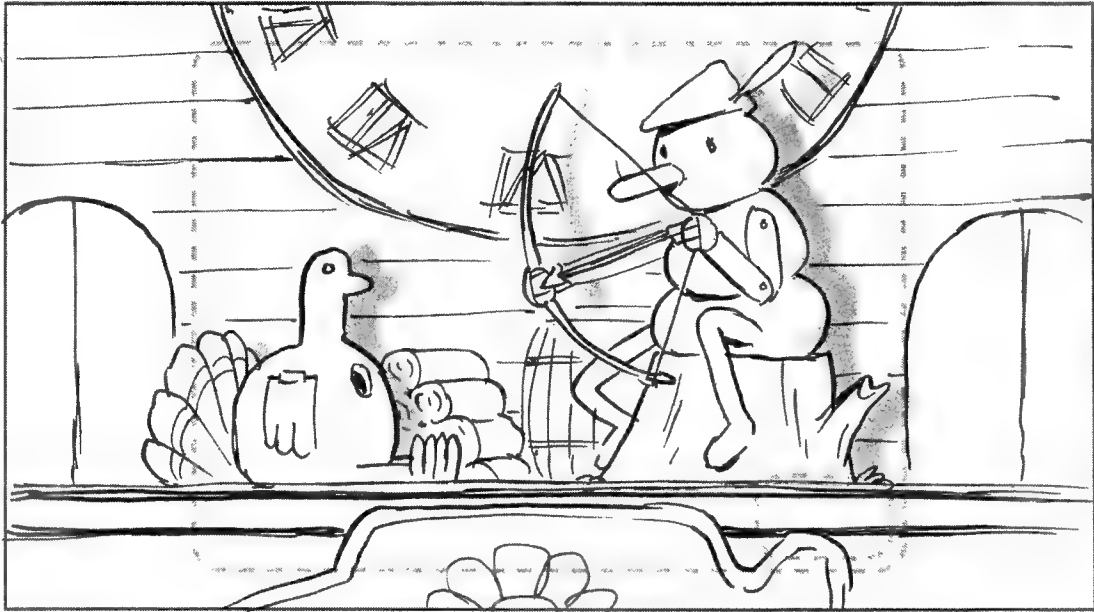
1025-193

© 2009 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

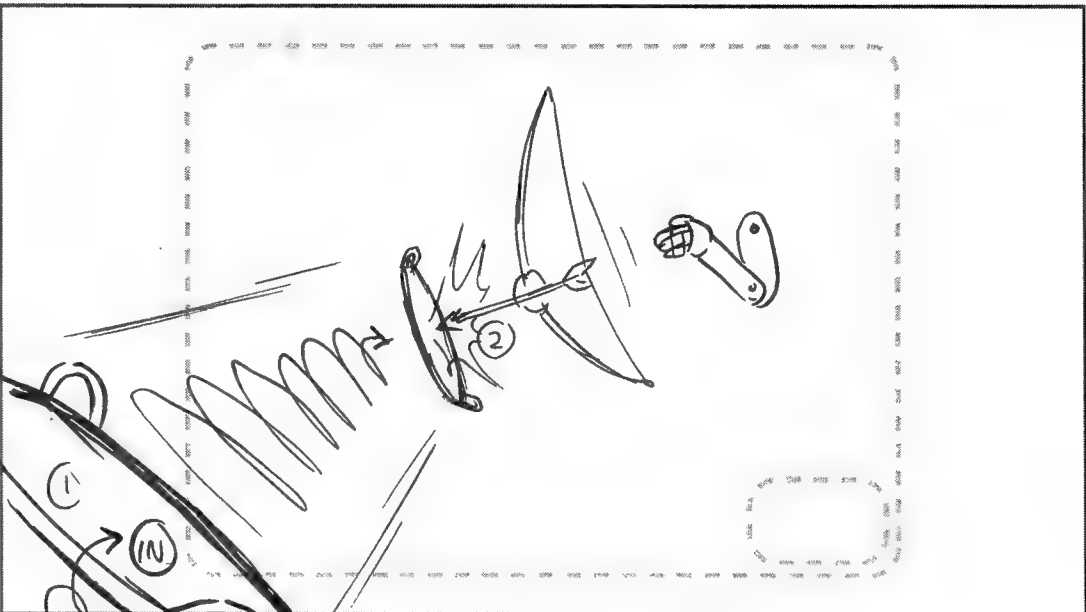
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

(F) (VO) → I'll deflect the hunter bot's brass arrow.

Action:

- Tray spins into shot and intercepts fired arrow

Timing:

EPISODE #

Production :

1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 138 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

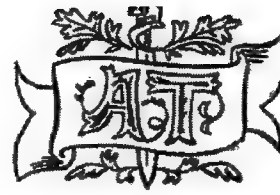
Dialog:
Action: - Tray hits clock and bounces off screen - arrow is deflected offscreen.
Timing:

Production : EPISODE #

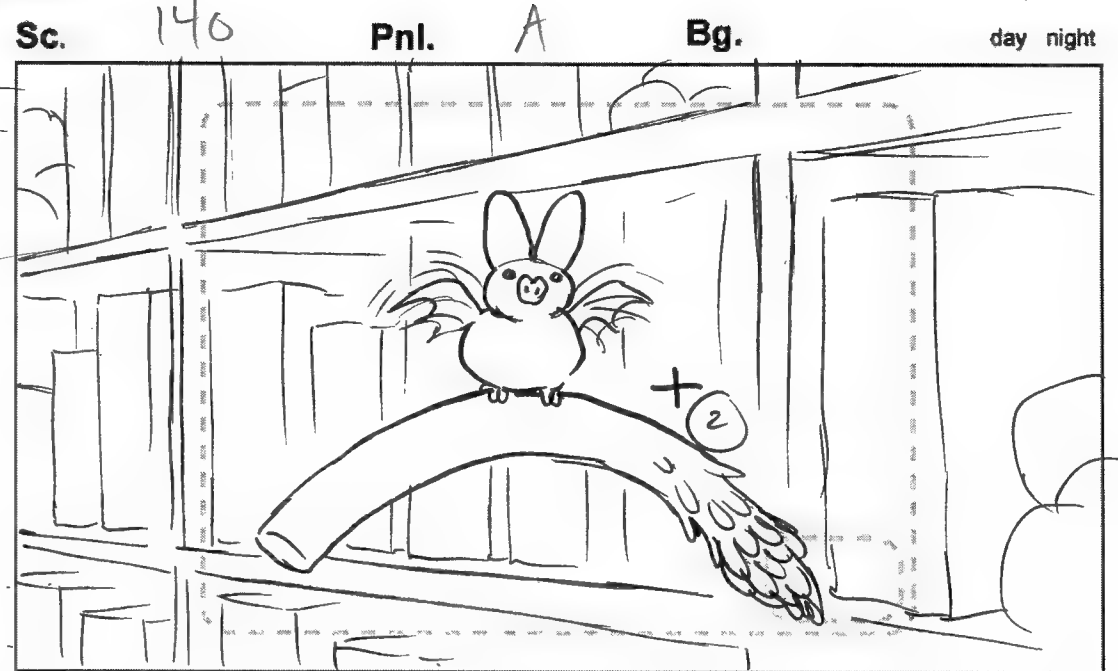
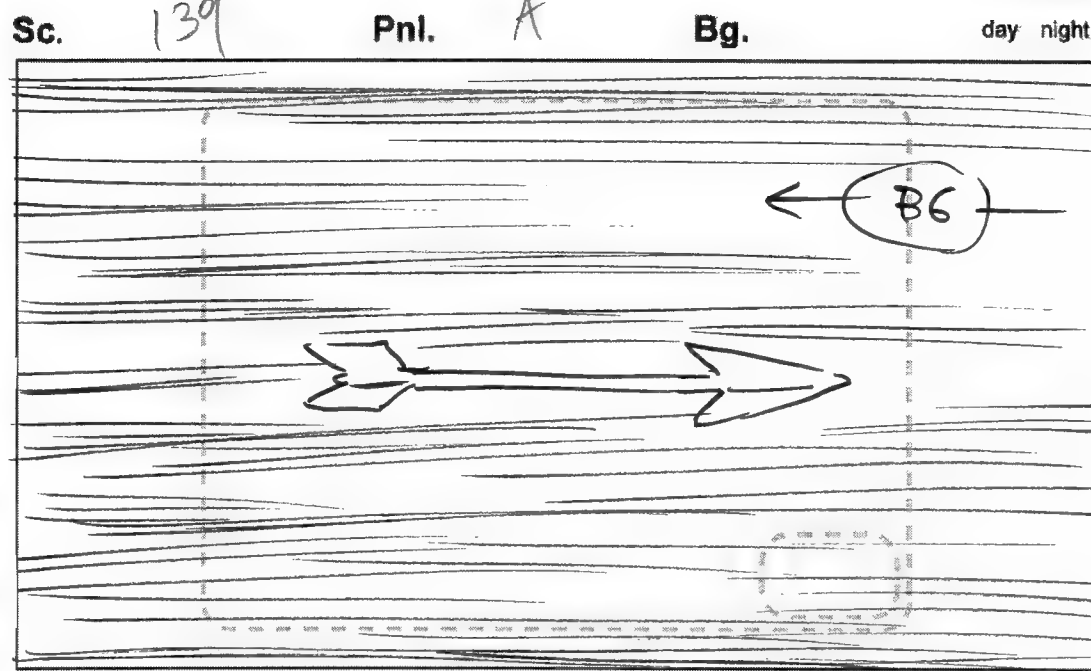
1025-193

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 161

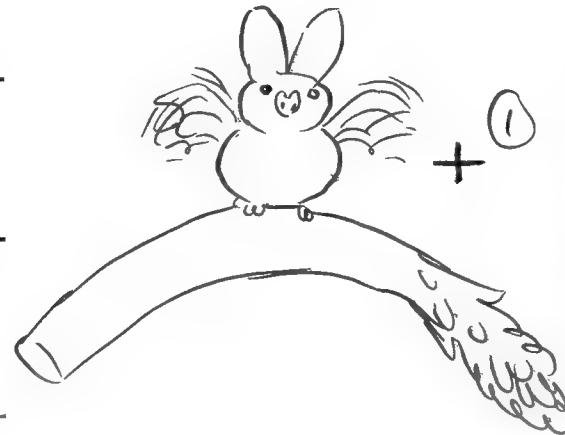


Dialog:

(F)(VO) Swift but delicate, the arrow will gain heft →

Action:

Timing:



- Heavy bat flaps his wings fast but moves very slowly

EPISODE #

Production :

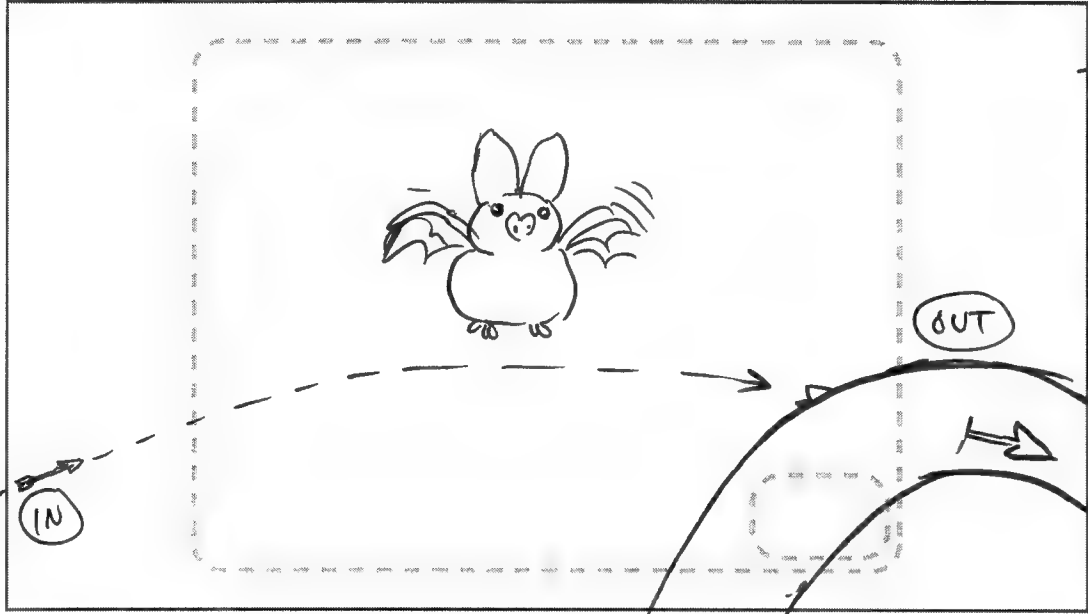
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

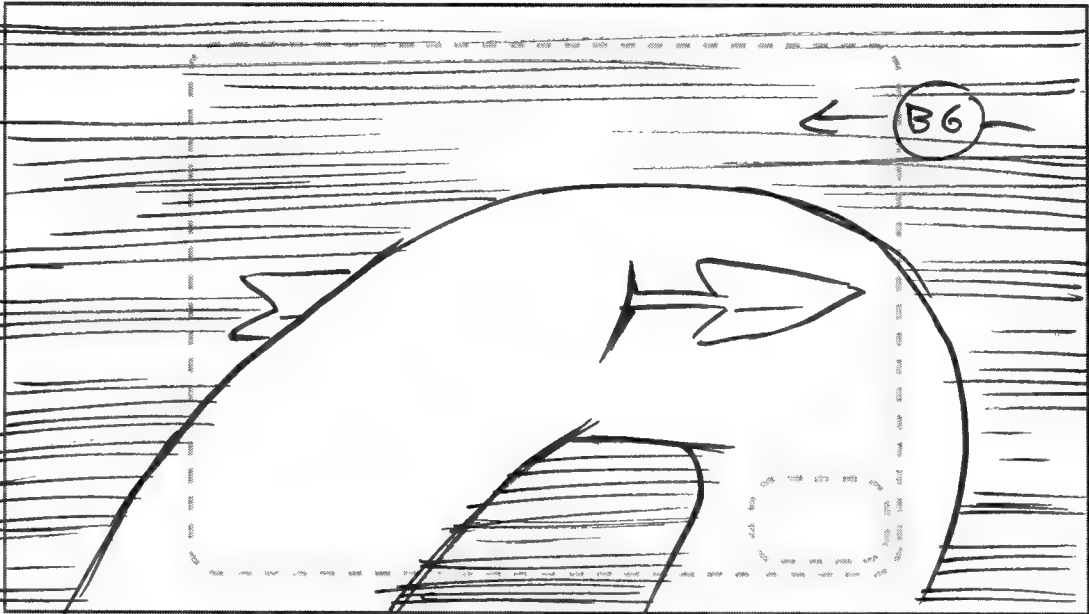
ADVENTURE TIME



Sc. 140 Pnl. B Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog: (F NO) → via the chandelier bat's filched asparagus.

Action: - arrow pierces asparagus and carries it away.

Timing:

EPISODE #

Production :



# ADVENTURE TIME

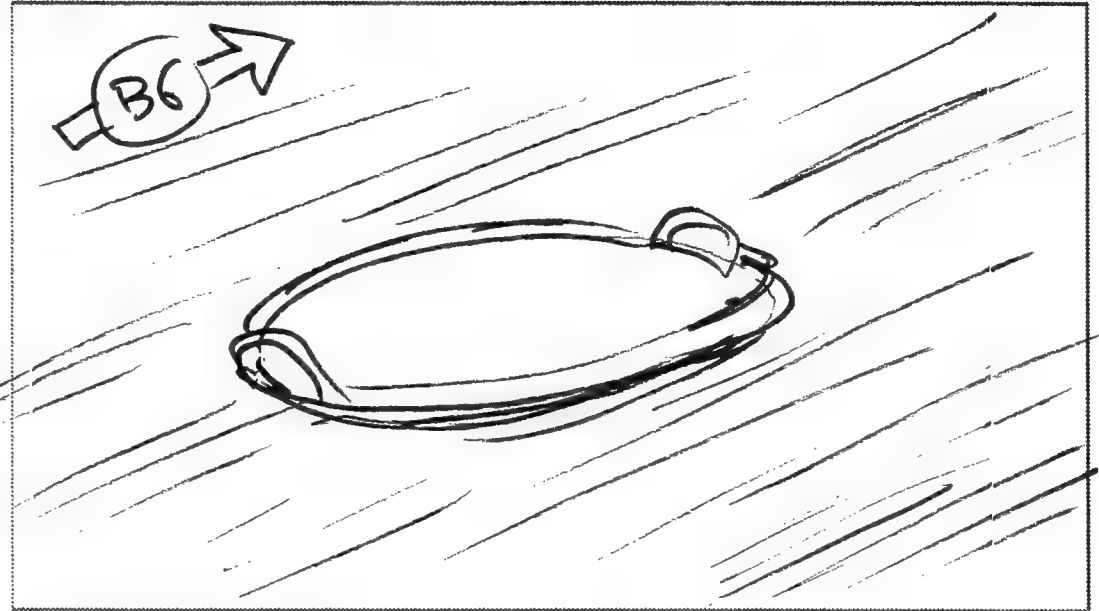


Page 163

Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:

(F)(UO)

Action:

MEANWHILE...

Timing:

(F)(UO) The serving tray from before has entered phase 2 . . . .

EPISODE #

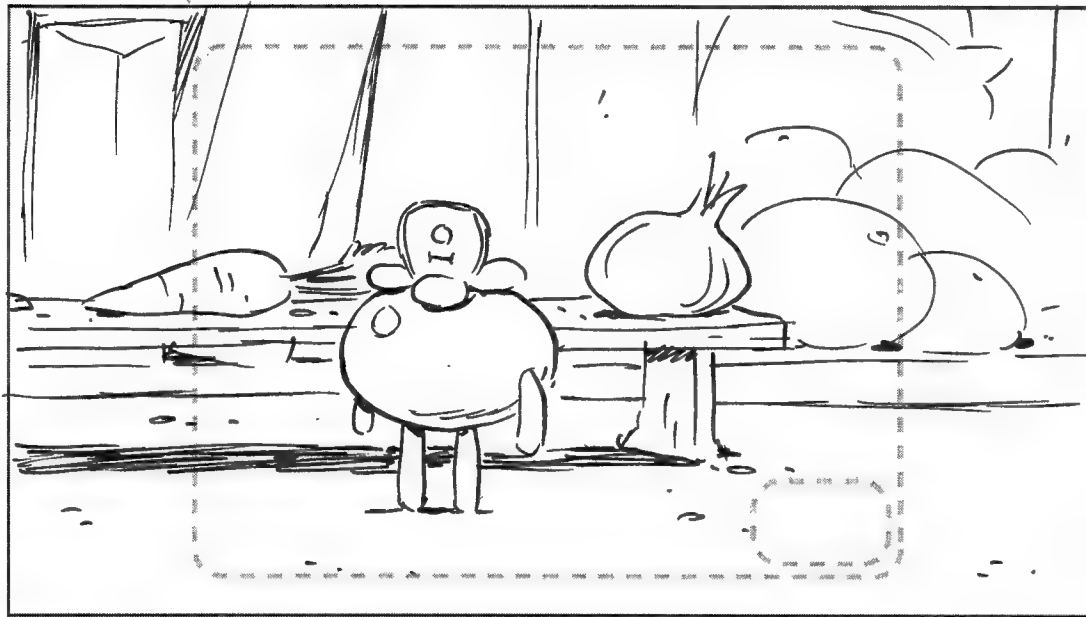
1025-193

Production :

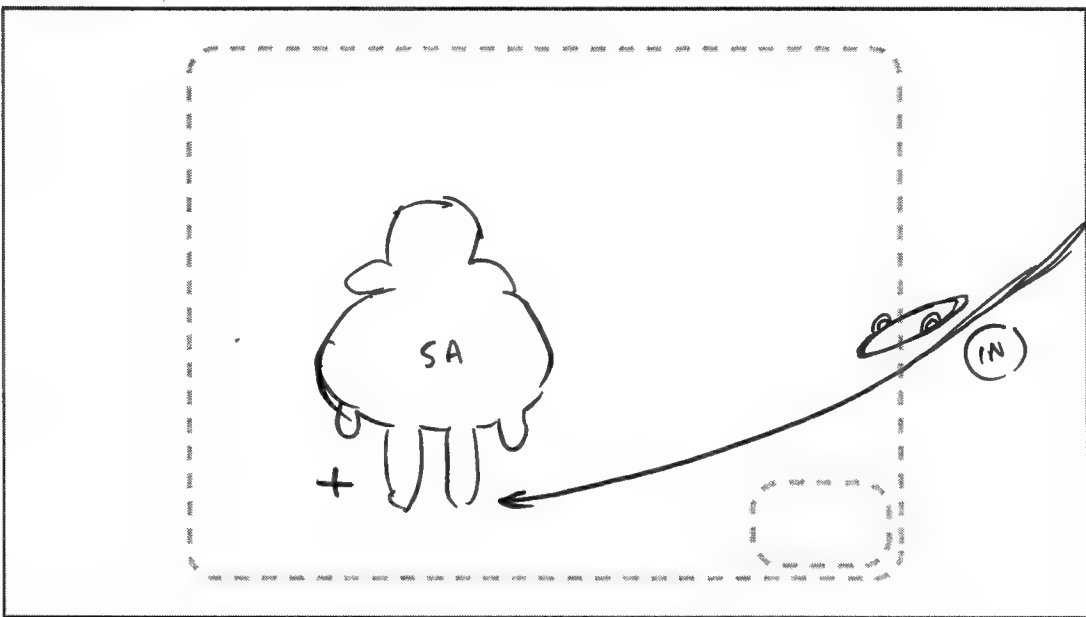
ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

Action: ~~note:~~ mangosteens are a real thing and are purple

Timing:

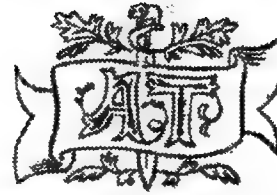


-Troy flies in and sweeps BM off his feet.

EPISODE #

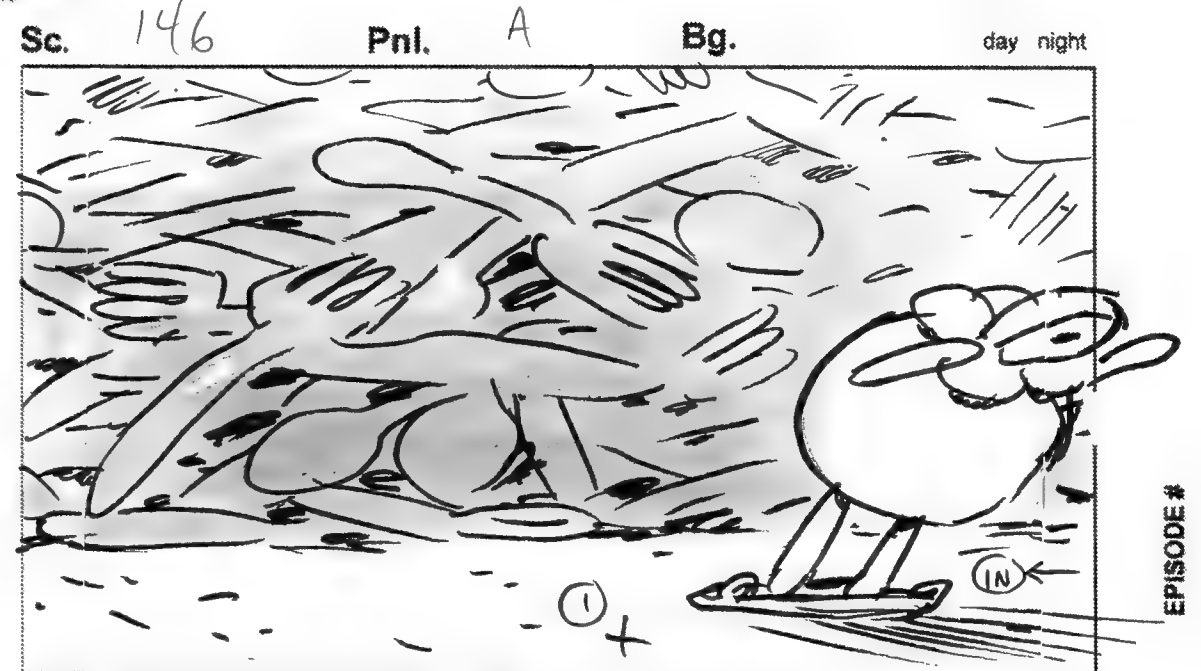
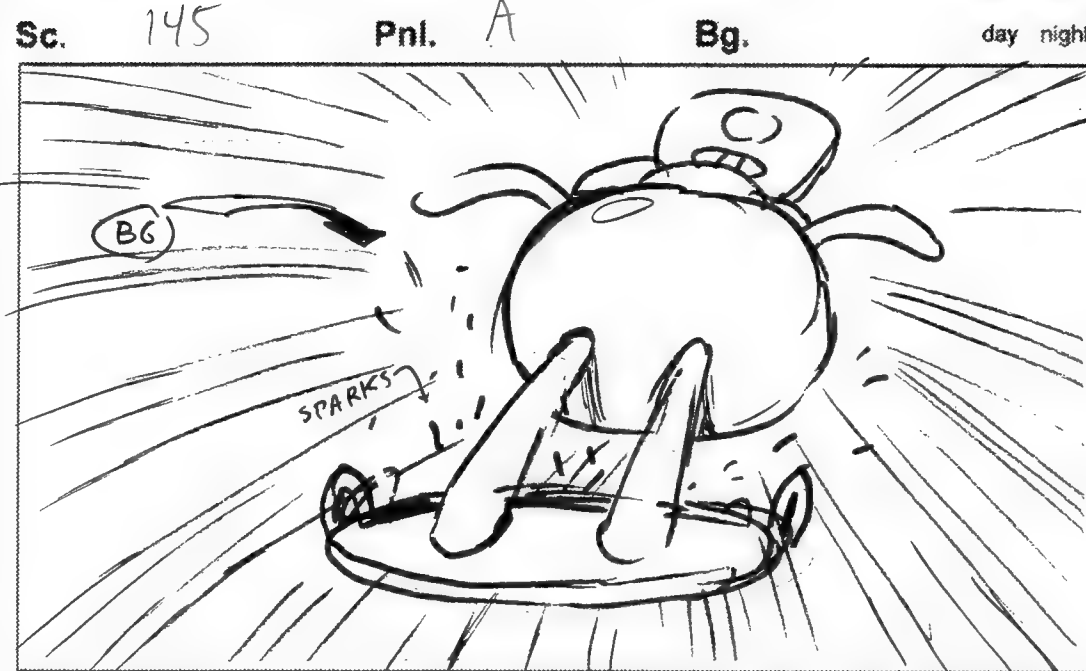
Production :

# ADVENTURE TIME



165

Page



EPISODE #

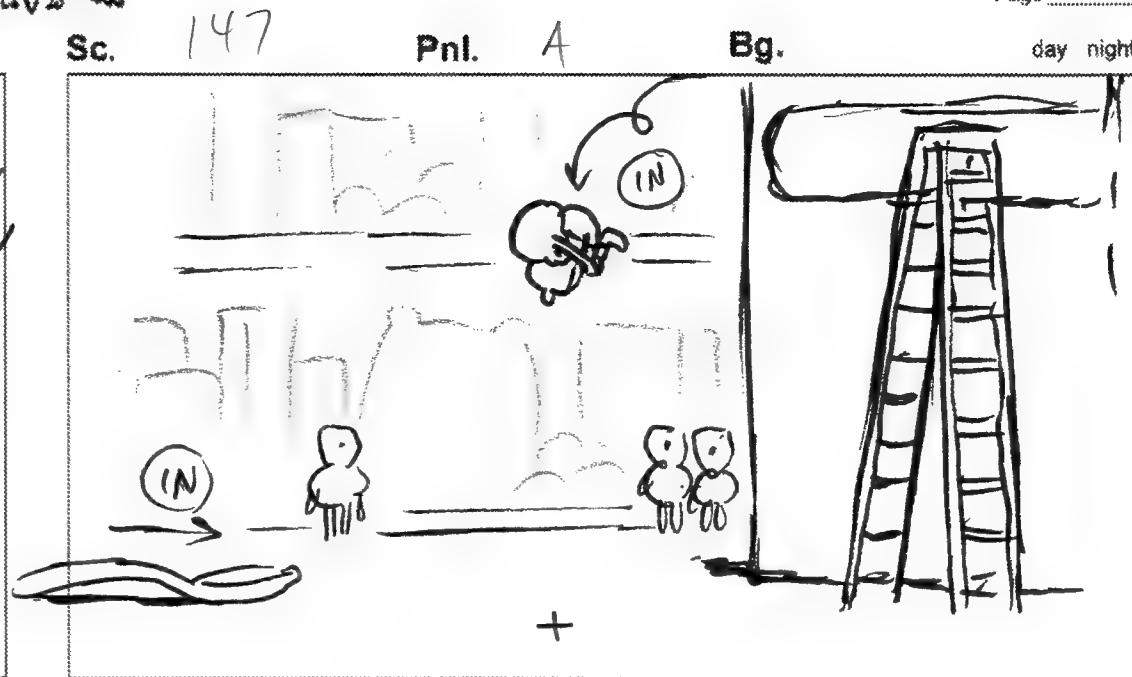
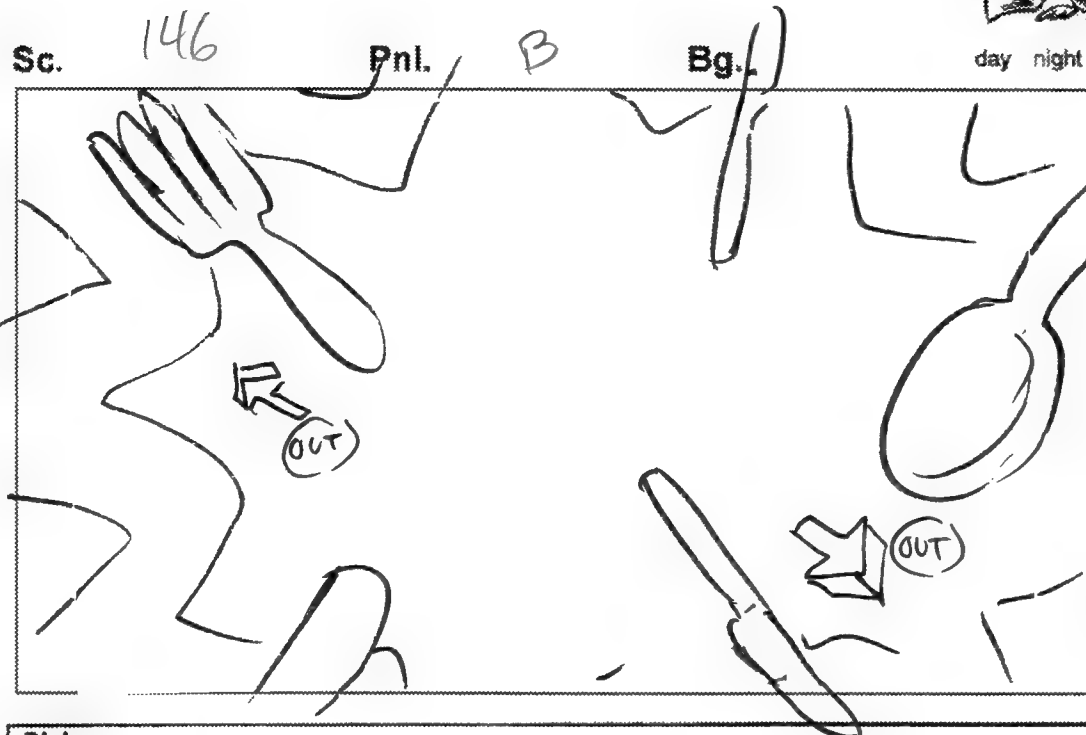
Dialog:	<p>(F)VO sending Bruce Mangosteen careering into the clean silverware.</p>
Action:	
Timing:	

- SPARKS fly out behind tray

(2)

Production :

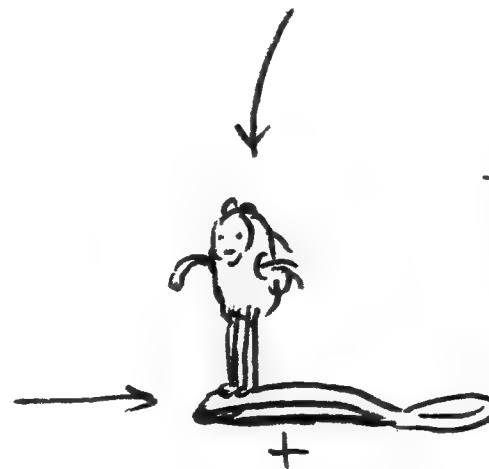
1025-193



Dialog:

Action: ✱ - explosion should be abstract/stylized  
(no need to animate nine million forks flying around)

Timing:



- Spoon slides into scene and slows to a stop.

Production :

EPISODE #

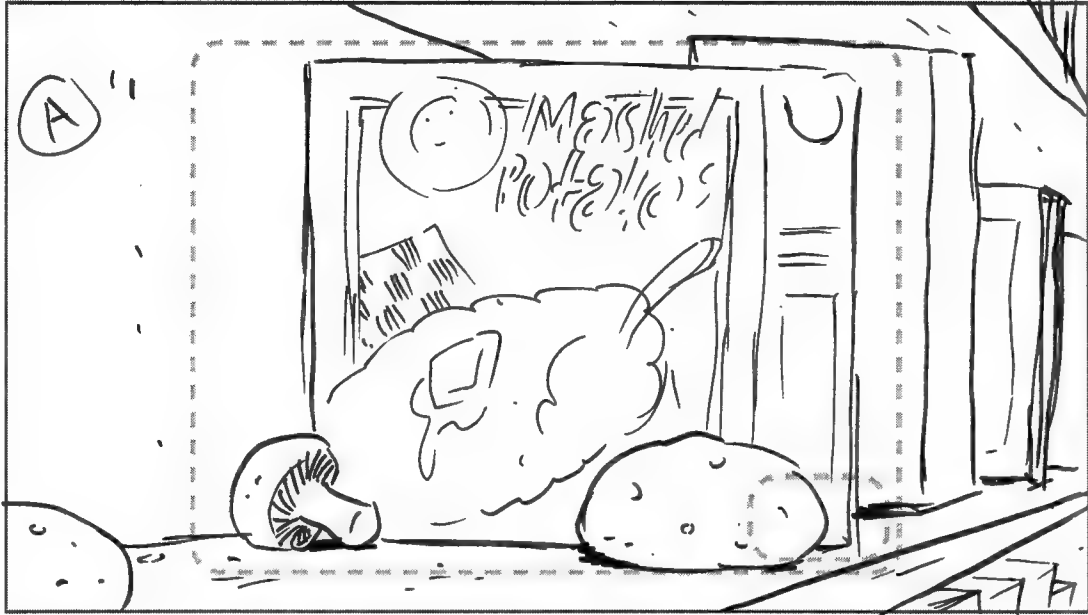
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

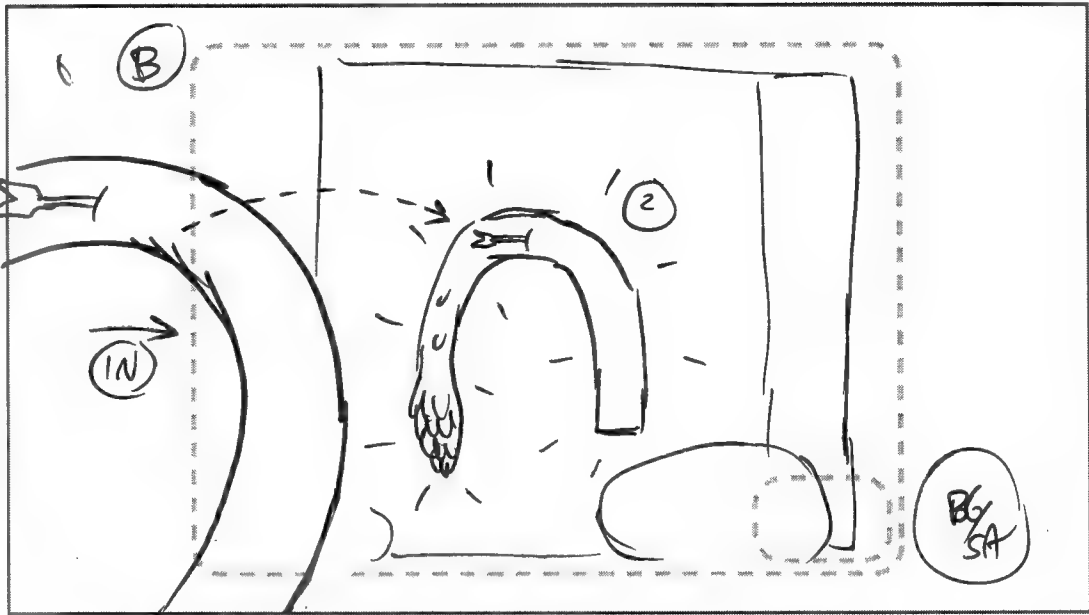
# ADVENTURE TIME



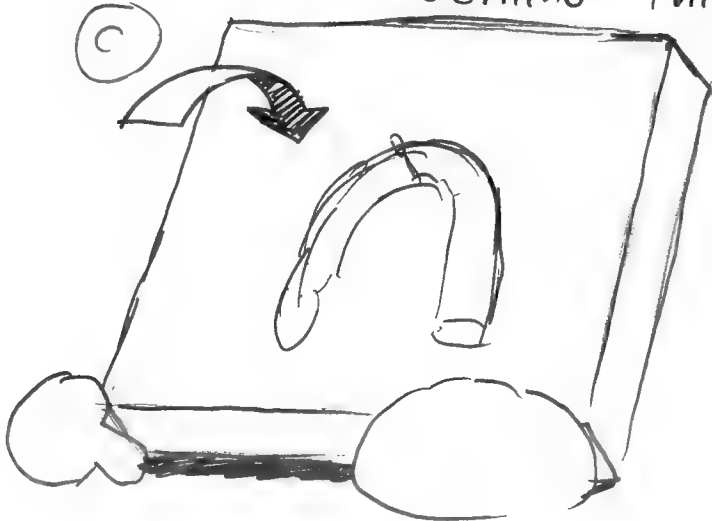
Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:	(F VO) BUT ALSO - the asparagus arrow has caused a domino thing of food →
Action	
Time	



- asparagus arrow stems into box, box starts tipping over

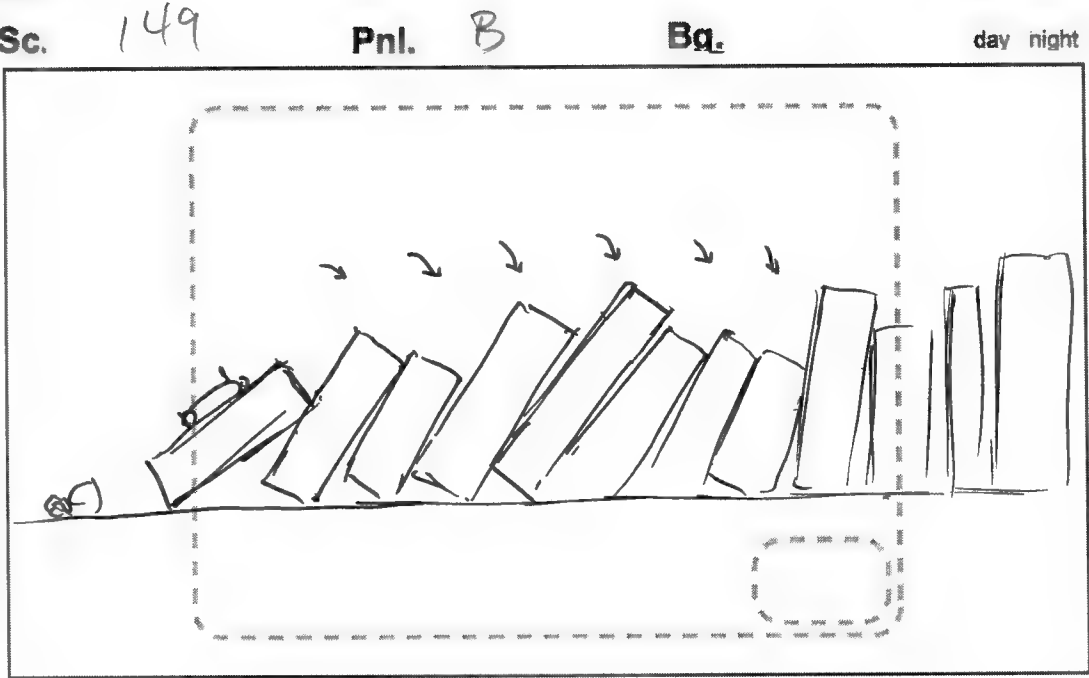
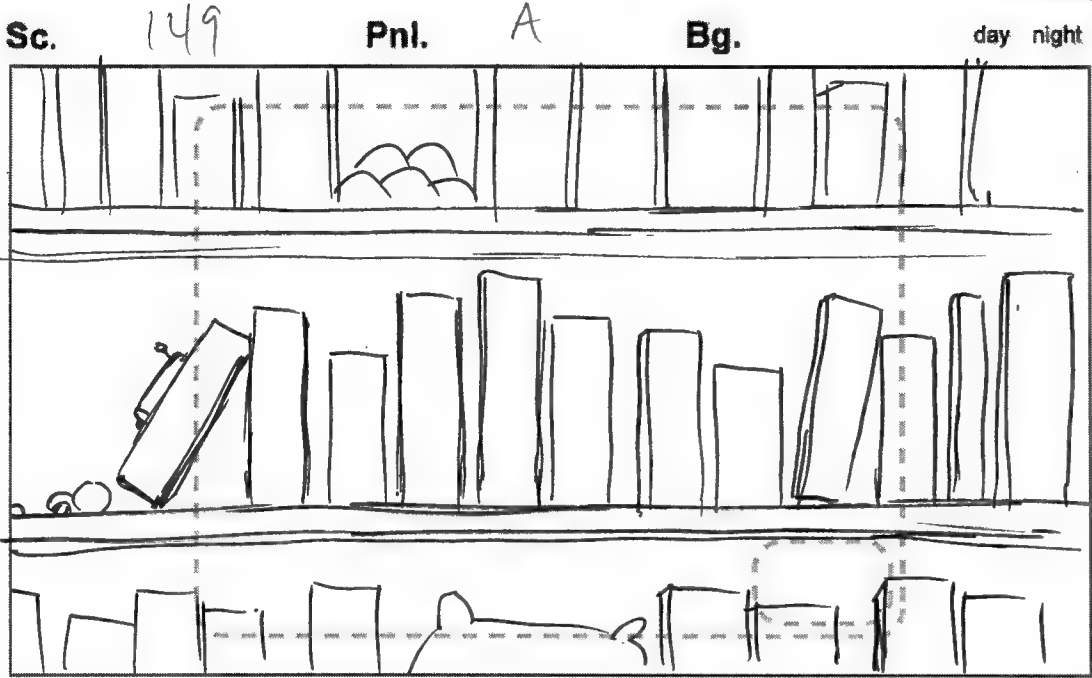
EPISODE #

1025-193

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
Action:	- Box tips further into next box, starting a cascading domino effect.
Timing:	

EPISODE #

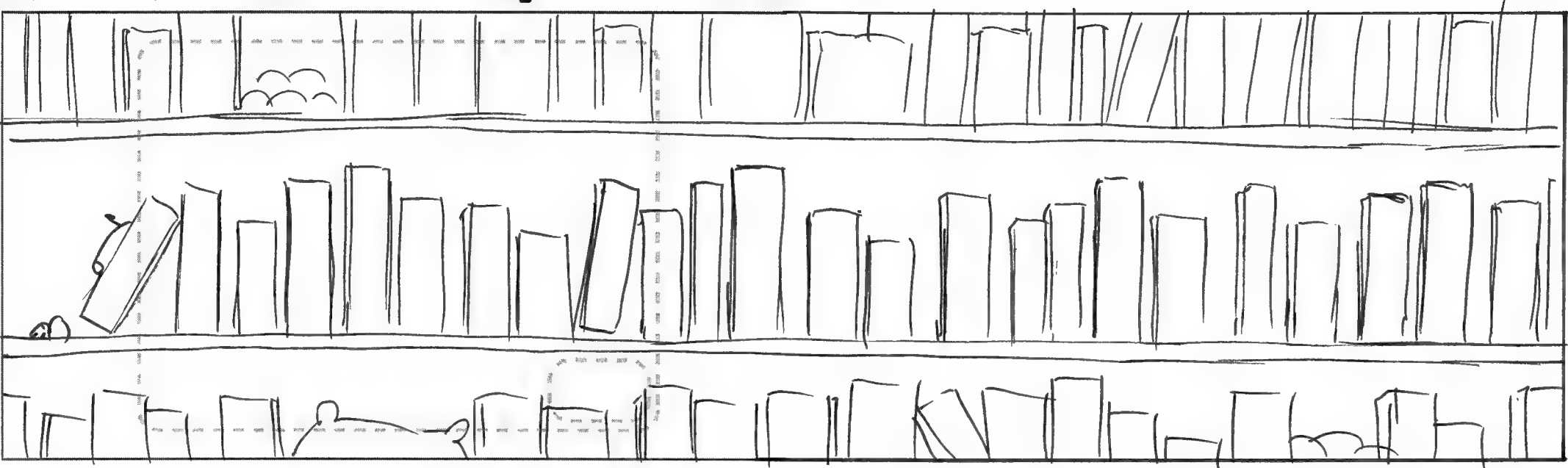
Production :

1025-193

ADVENTURE TIME



Sc. 149 Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE #

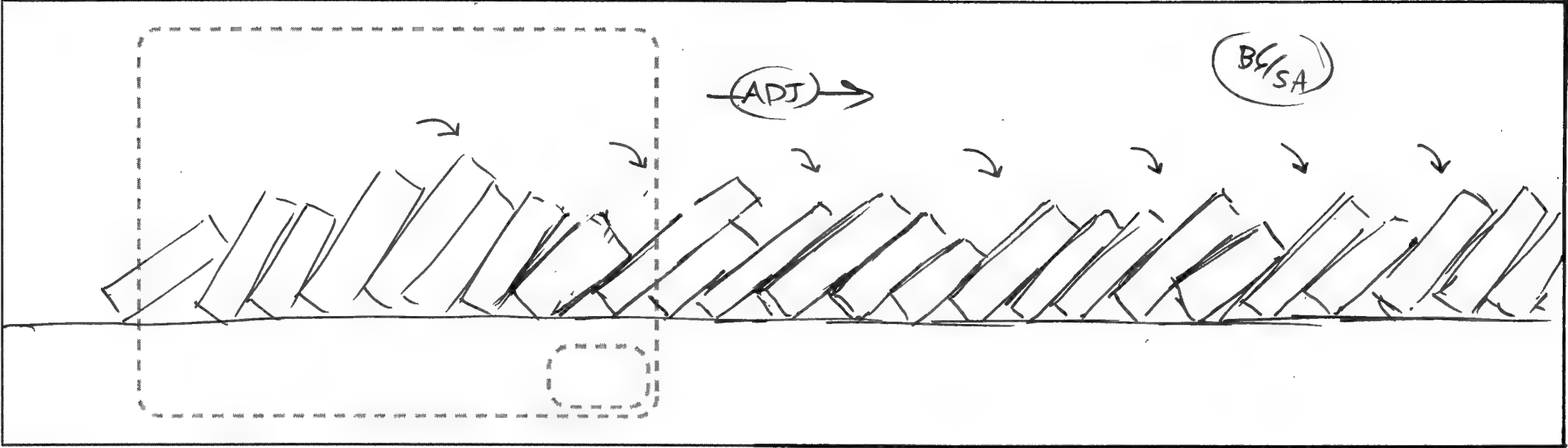
Production :

1025-193

ADVENTURE TIME



Sc. 149 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1025-193

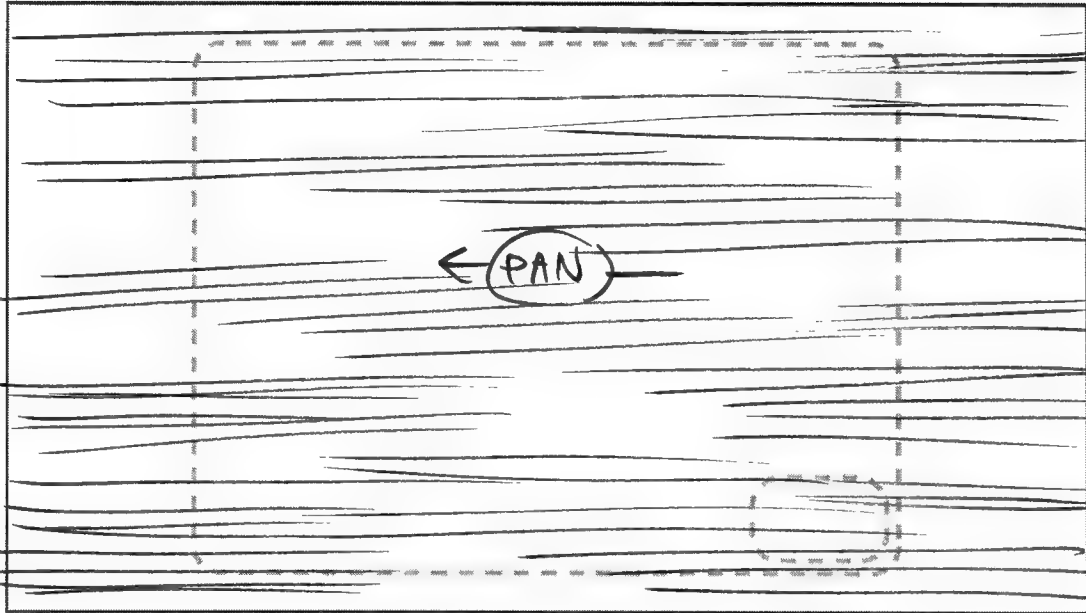


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

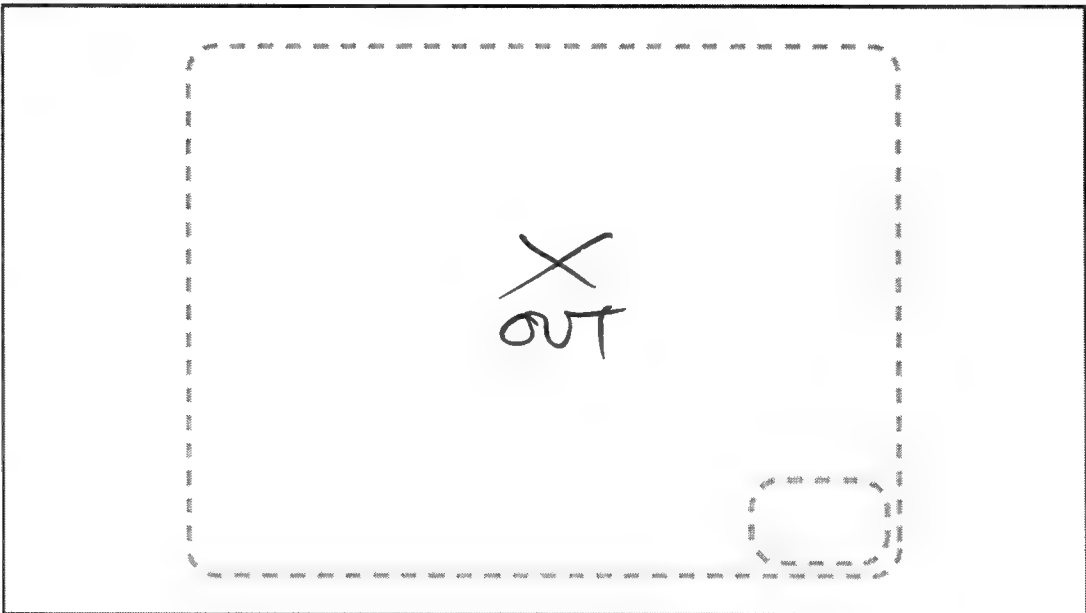
ADVENTURE TIME



Sc. 149 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

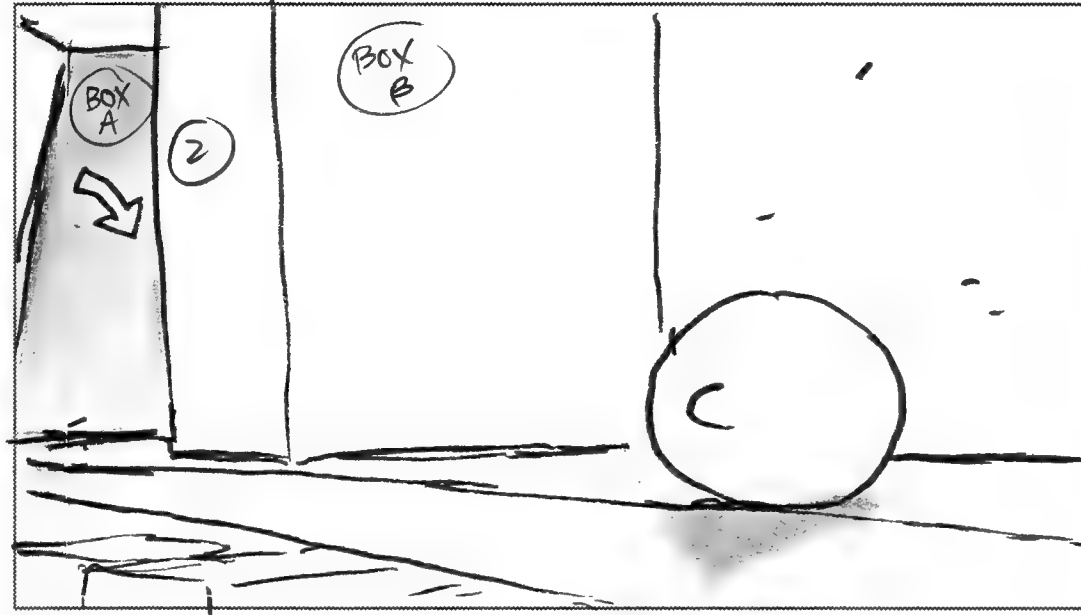
EPISODE #

Production :

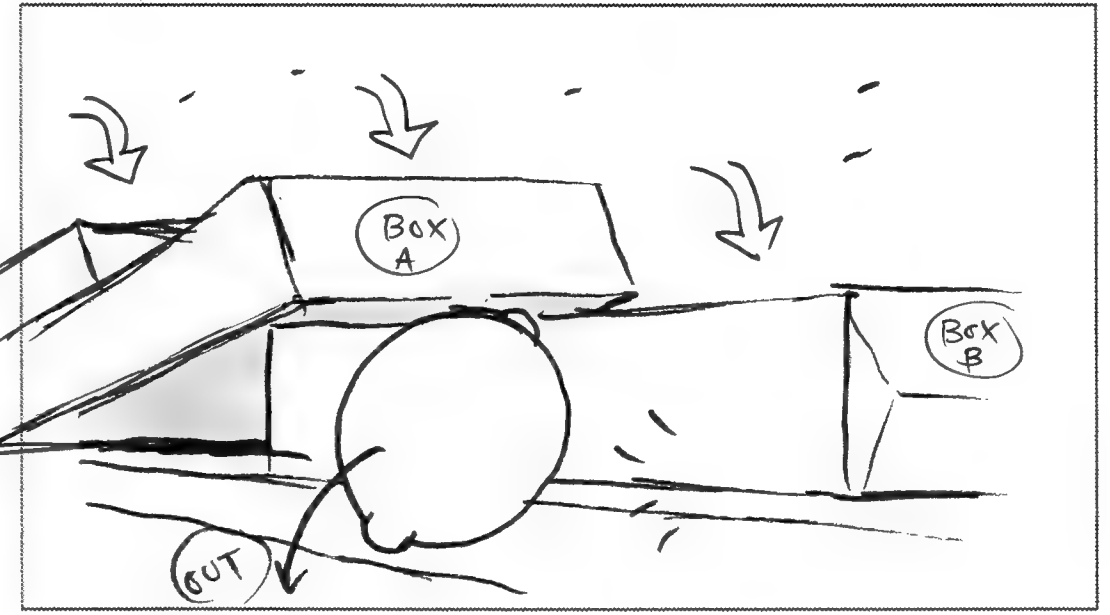
1025-193



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:

Acti

Tim



→ culminating  
in a huge  
lemon falling.

- Box A tips into Box B, which falls down and knocks the  
lemon off the shelf.

EPISODE #

Production :

1025-193

ADVENTURE TIME



173

Page

Sc.

151

Pnl.

A

Bg.

day night

Sc.

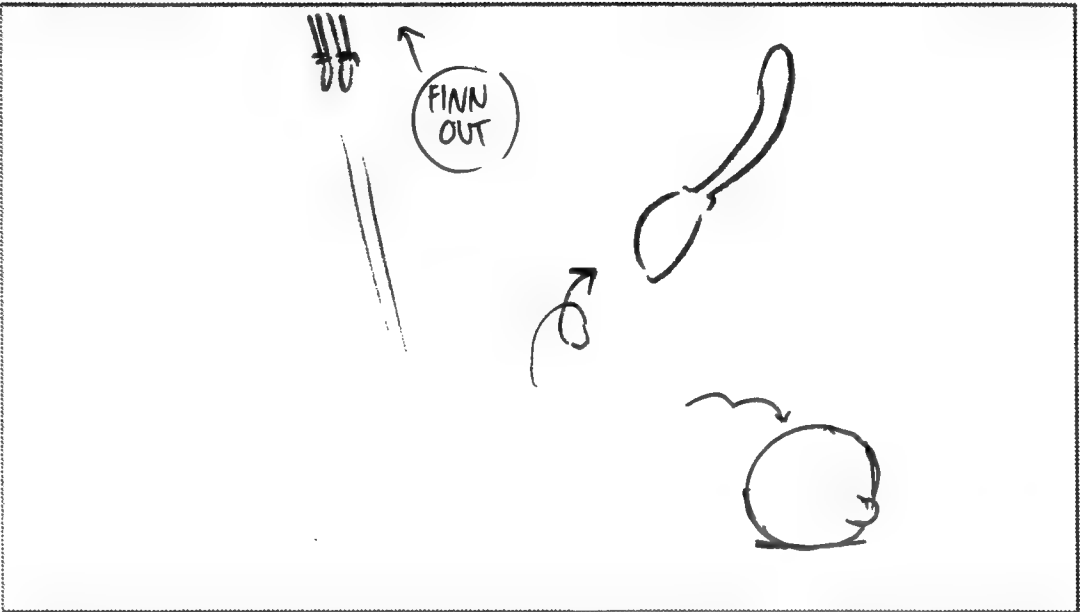
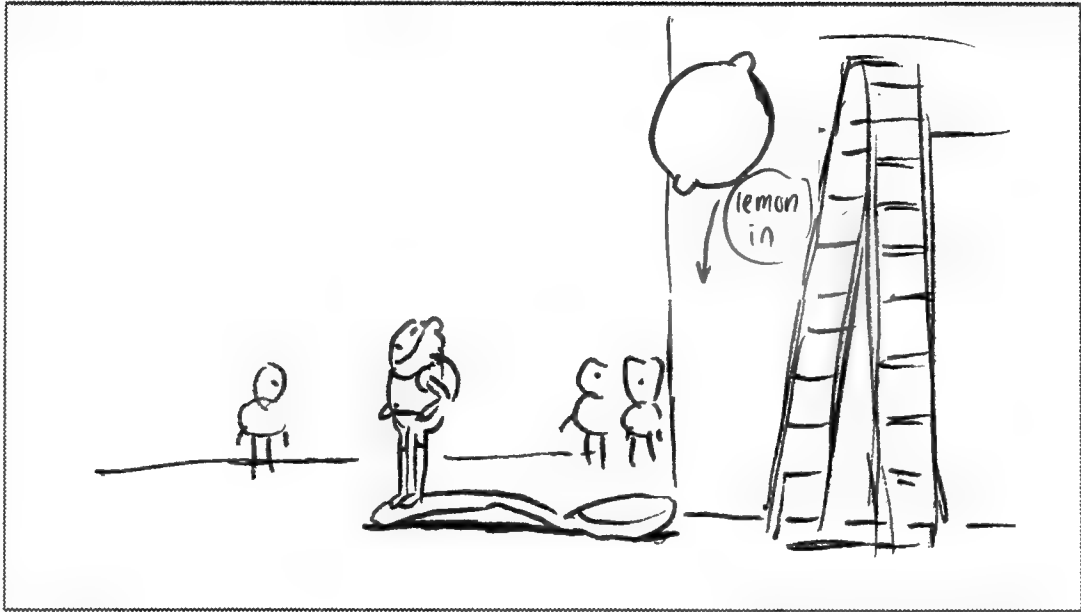
151

Pnl.

B

Bg.

day night



Dialog:

Action:

- Lemon falls onto spoon and catapults Finn off screen.

Timing:

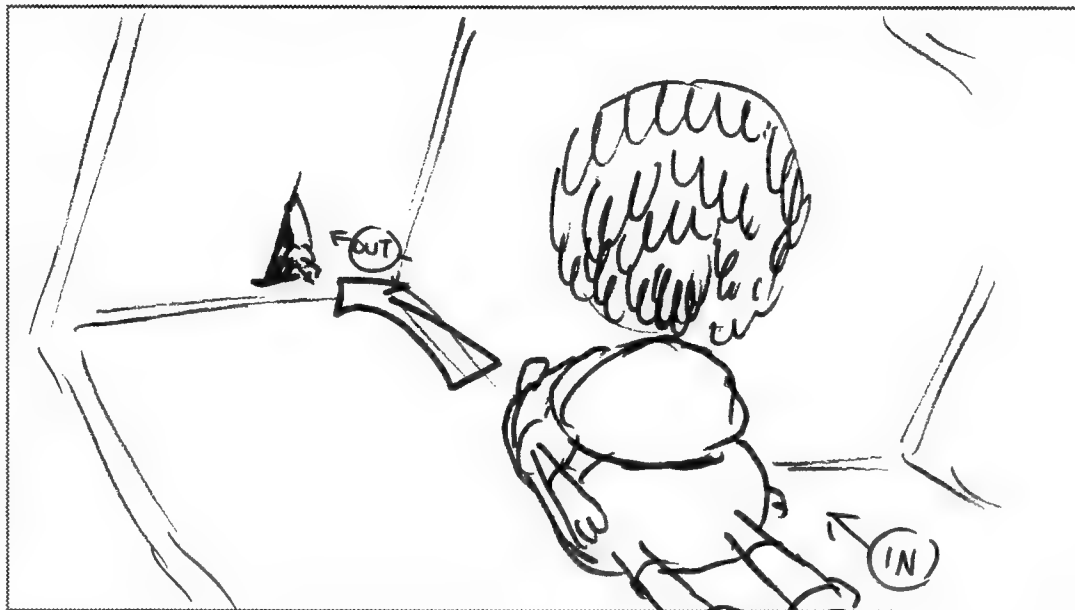
EPISODE #

1025-193

Production :



Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

- BEAT -

Action: - Finn flies into ceiling crack.

☆ NOTE - special pastel/rainbow zip BG for this shot

- Finn rotates continuously through scene.

Timing:

EPISODE #

Production :

1025-193

# ADVENTURE TIME

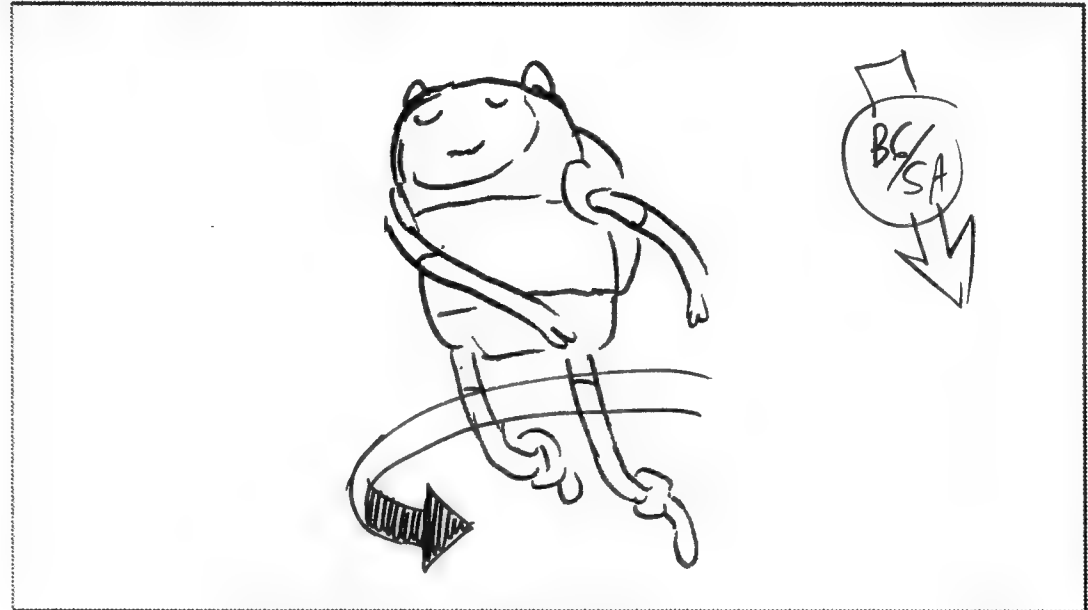


Page 175

Sc. 153 Pnl. B Bg. day night



Sc. 153 Pnl. C Bg. day night



Dialog:

(F)(VO) It's not a perfect plan, but with a little luck, I think it's got a good chance.

Action:

Timing:

Sfx: \*clock chiming\*

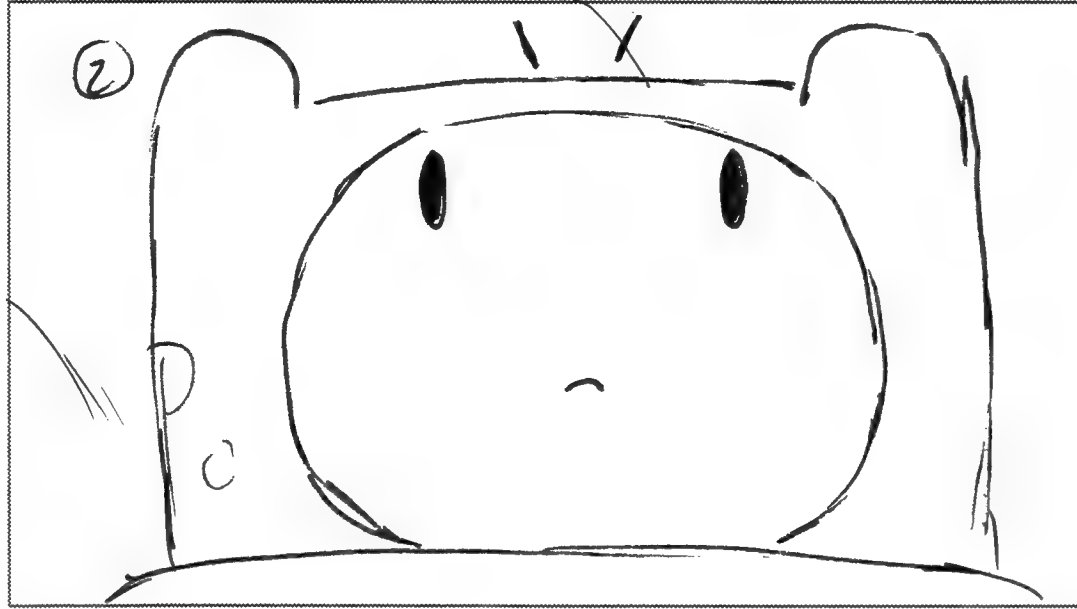
EPISODE #

1025-193

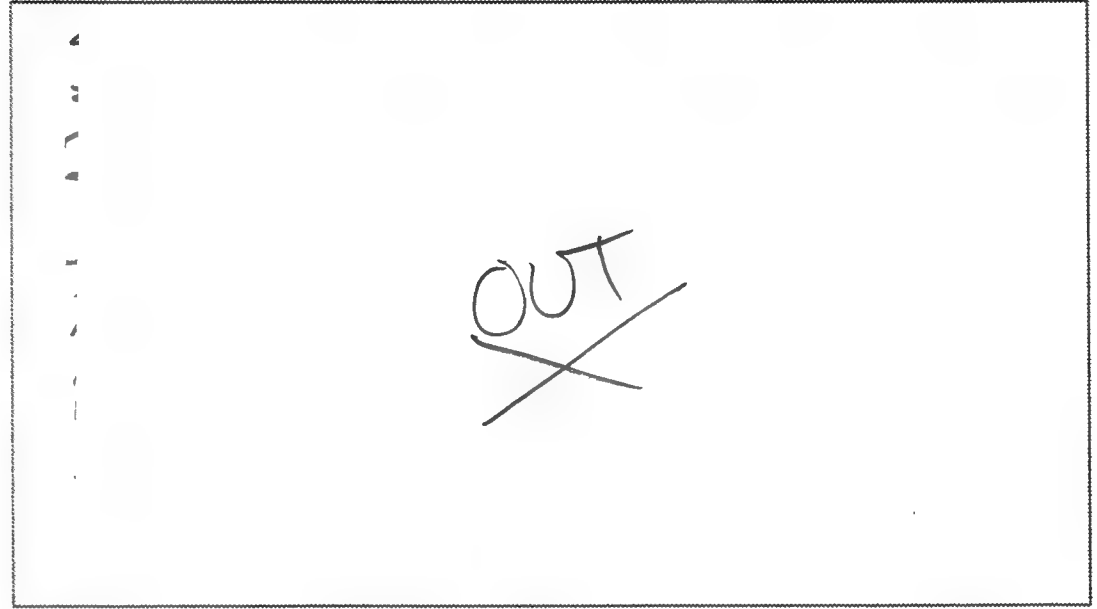
Production :



Sc. 154 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action

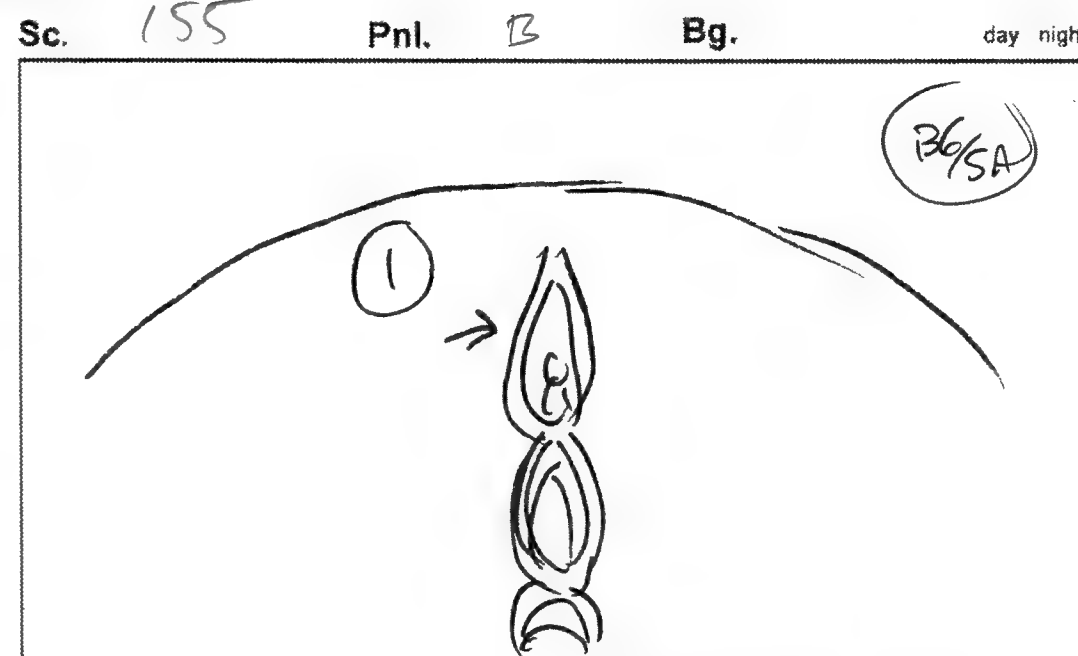
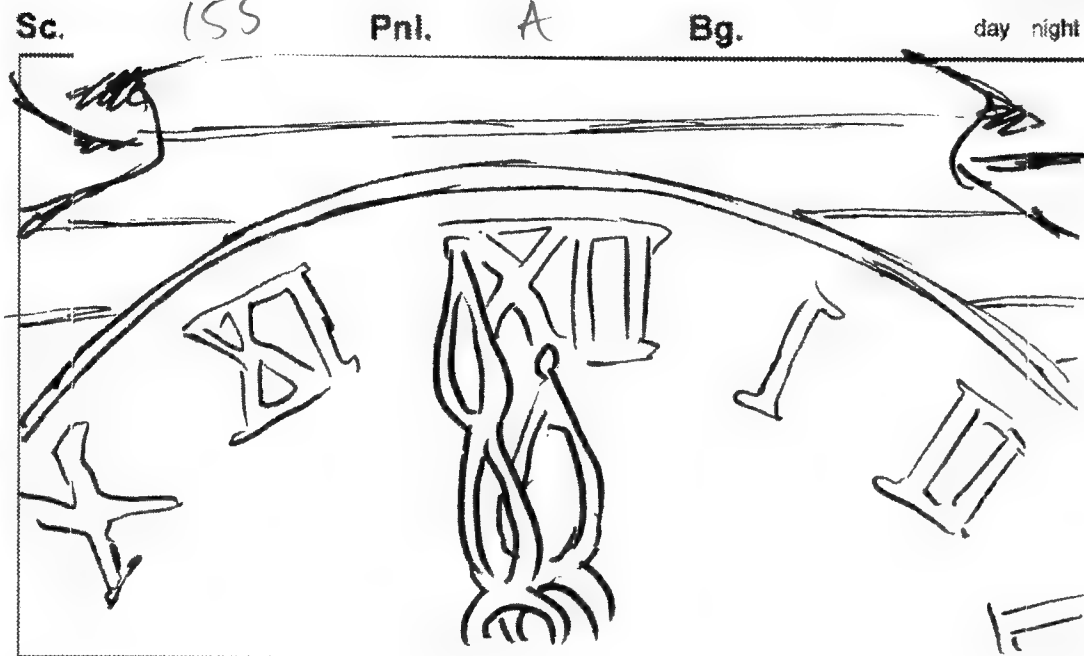
Timing




EPISODE #

Production :

1025-193



Dialog:

[reuse earlier shot]

Action:

☆ this segment is mostly reused animation from the earlier fantasy sequence, but this time the vaseline-lens effect is removed.

Timing:

Ⓛ Clock = 11:59

Ⓛ Clock = 12:00

SFX: \* Chiming starts \*  
(lasts throughout →)  
next few scenes

EPISODE #

Production :

1025-193

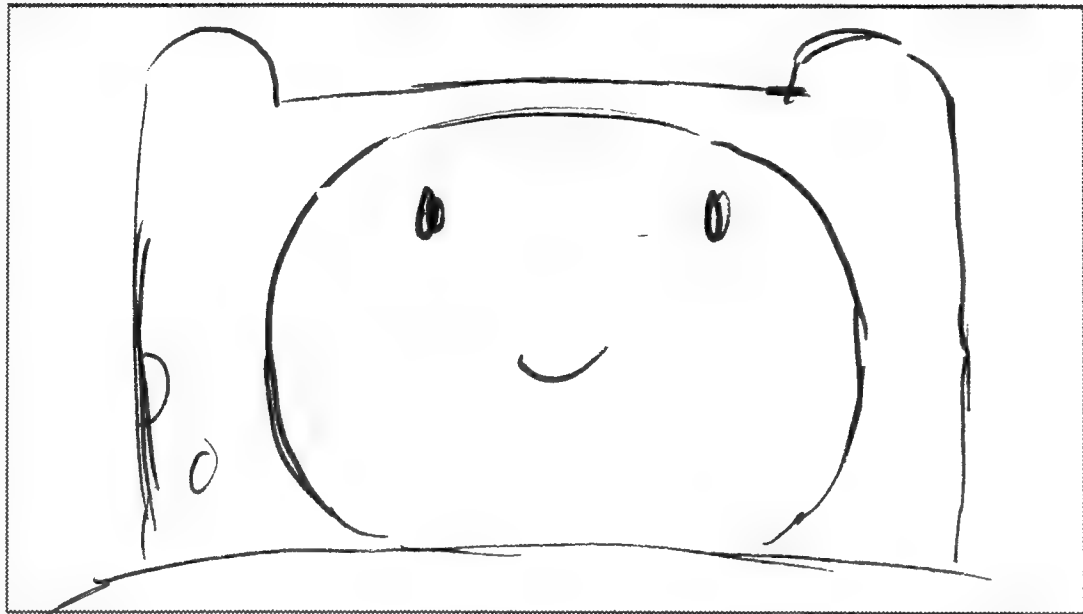
# ADVENTURE TIME



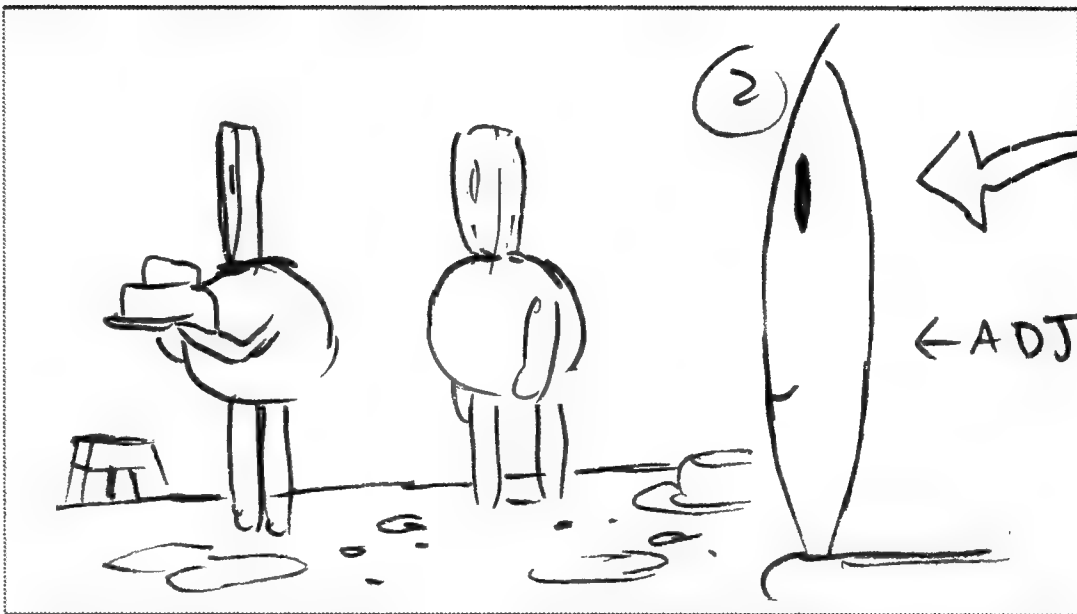
178

Page \_\_\_\_\_

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

[NOT REUSE - new animation/ bg]

\* chiming \*

Action:

Timing:

EPISODE #

Production :

1025-193

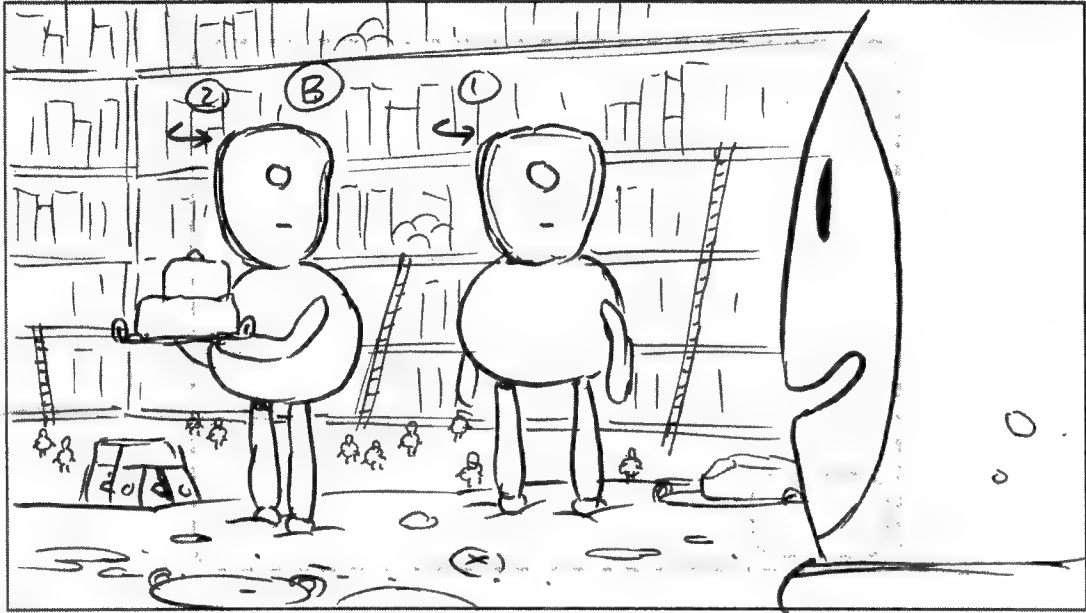


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or retransmitted.

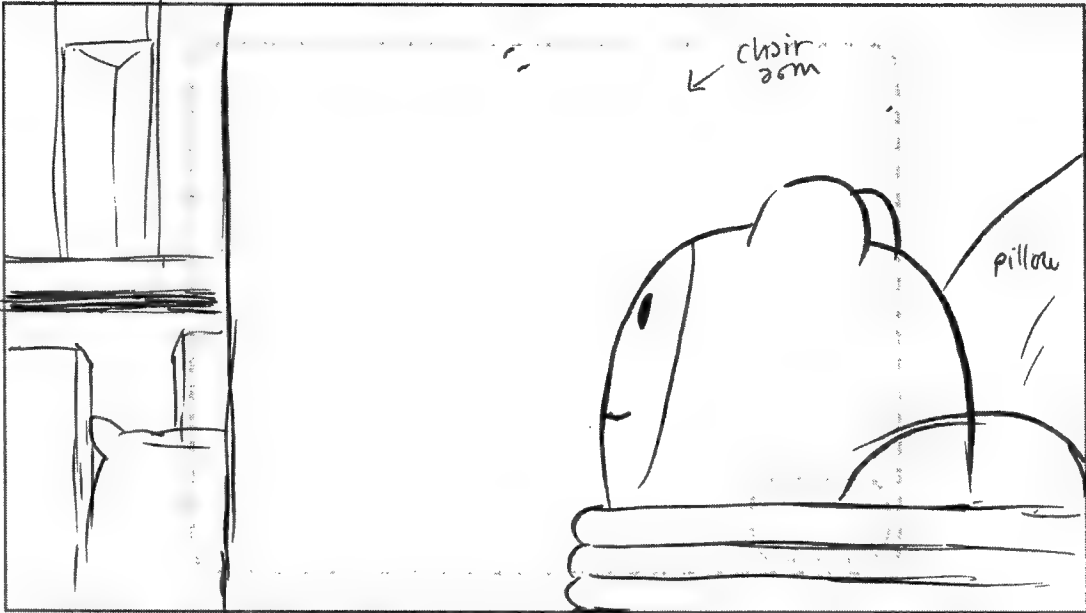
ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 157 Pnl. A Bg. day night

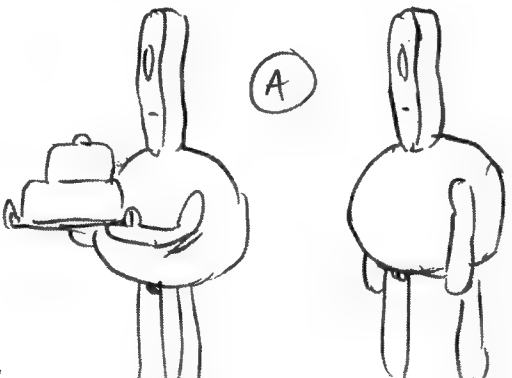


Dialog: [ reuse ]

(F) Hey do you guys like clean jokes?

Action:

Timing:



EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

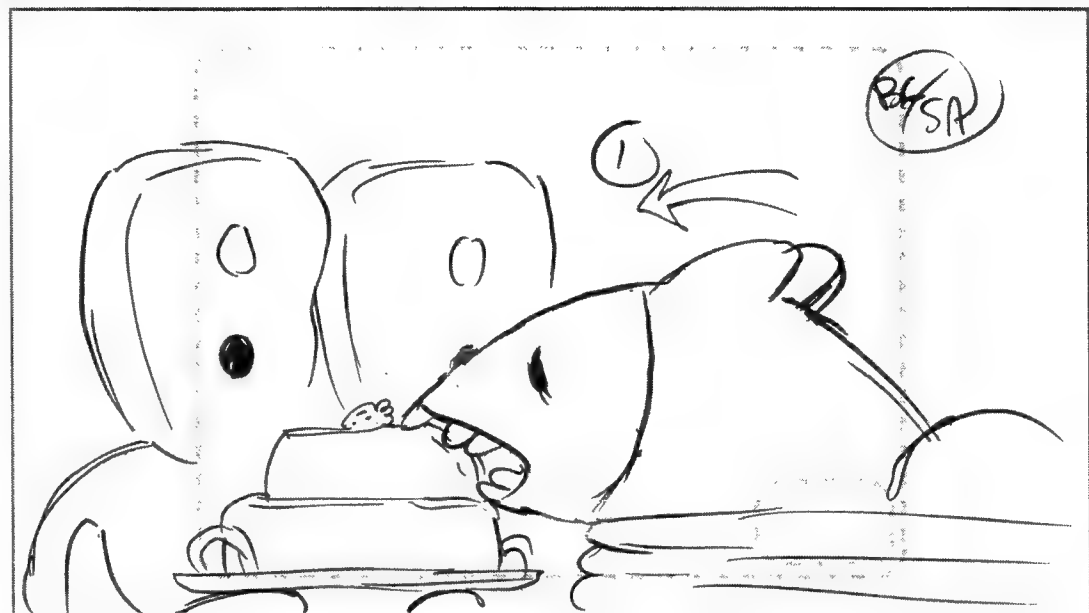
ADVENTURE TIME



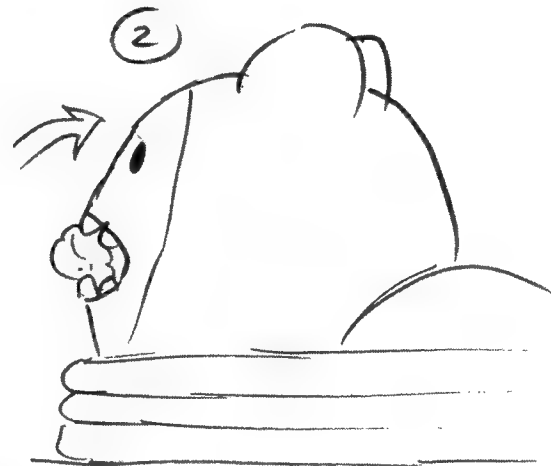

Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:	[ reuse ]
Action:	
Timing:	



EPISODE #

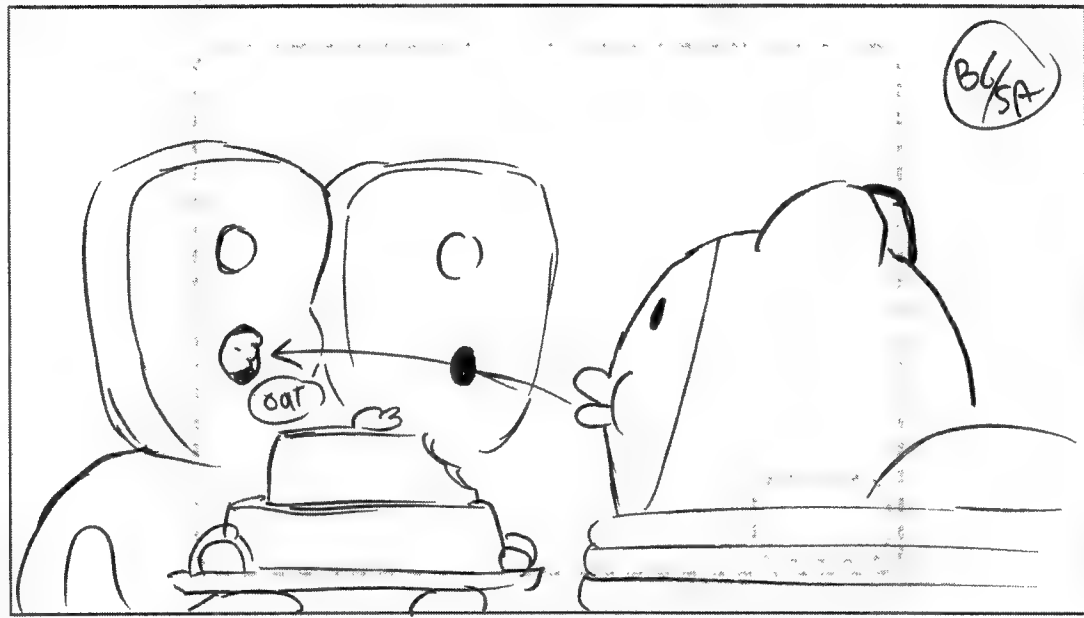
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

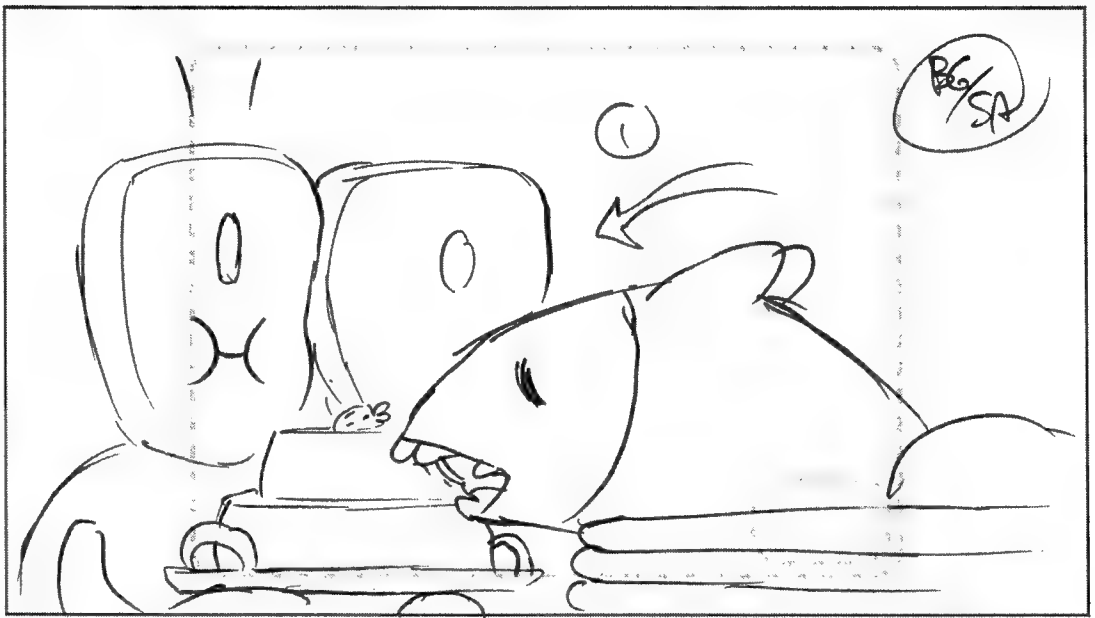
ADVENTURE TIME



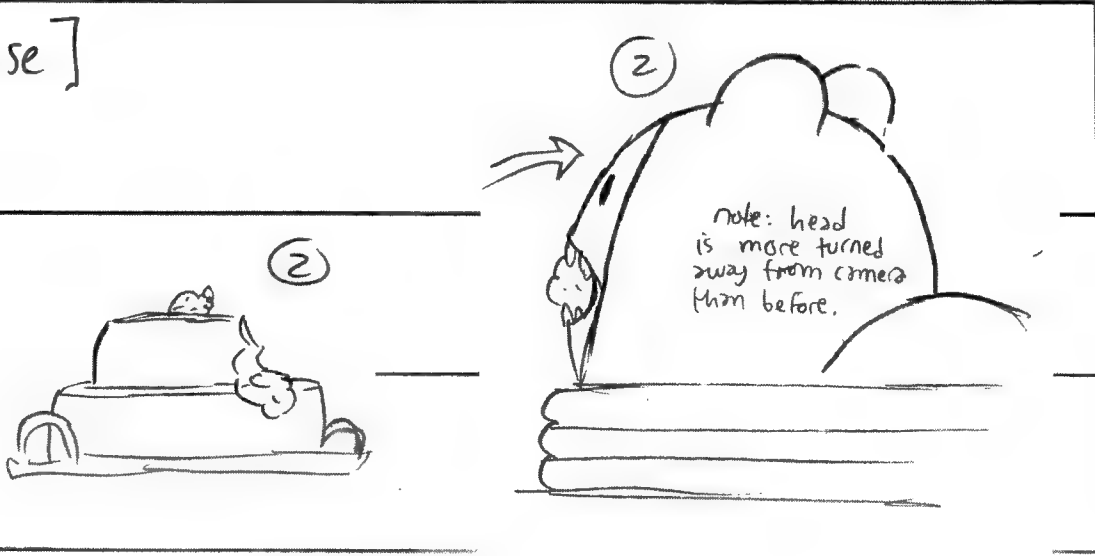
Sc. 157 Pnl. D Bg. day night



Sc. 157 Pnl. E Bg. day night



Dialog:	[reuse]
Action:	
Timing:	



EPISODE #

Production :

1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

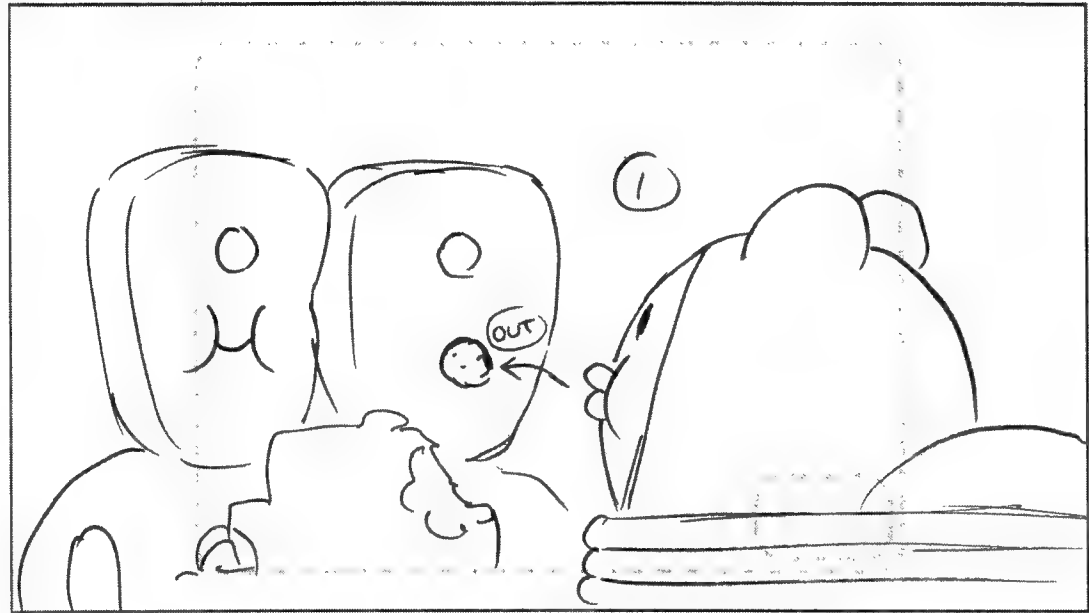
ADVENTURE TIME



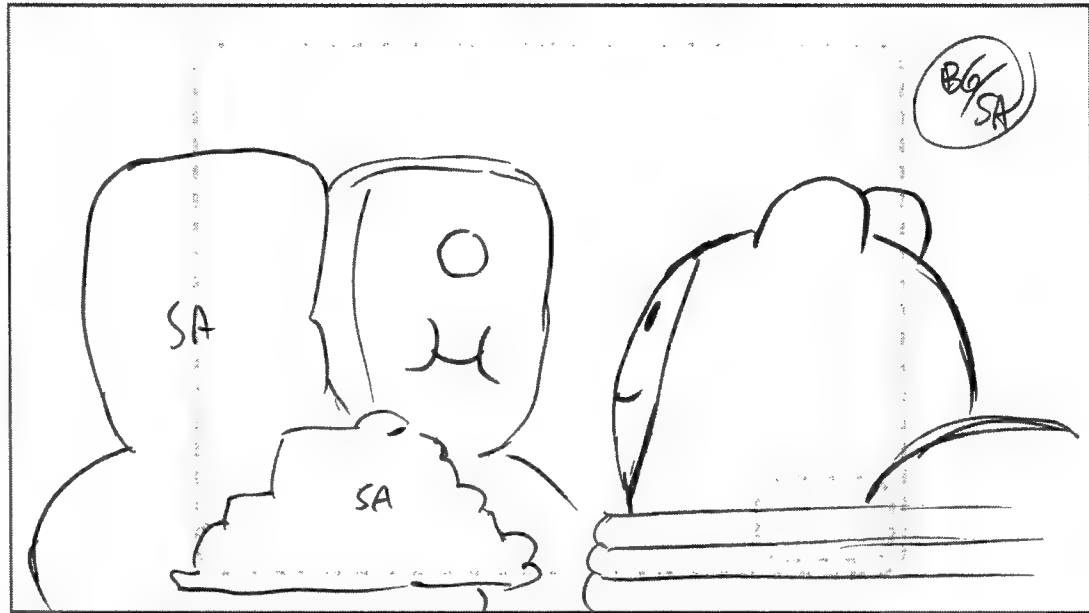
182

Page \_\_\_\_\_

Sc. 157 Pnl. F Bg. day night



Sc. 157 Pnl. G Bg. day night



Dialog:	[ reuse ]
Action:	
Timing:	



EPISODE #

Production :

1025-193

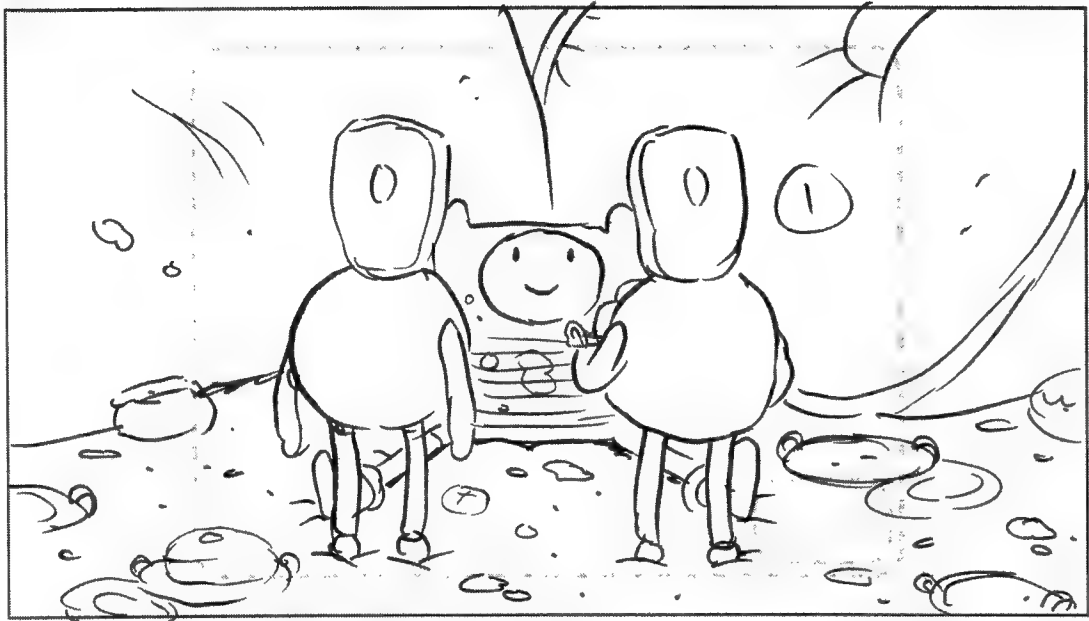
# ADVENTURE TIME



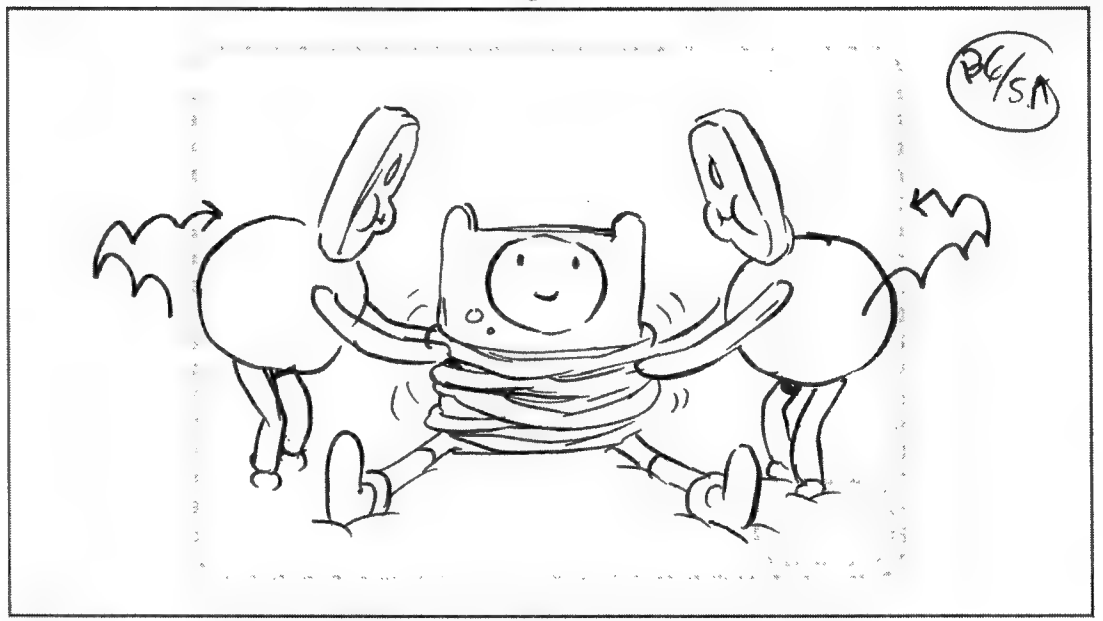
18.3

Page \_\_\_\_\_

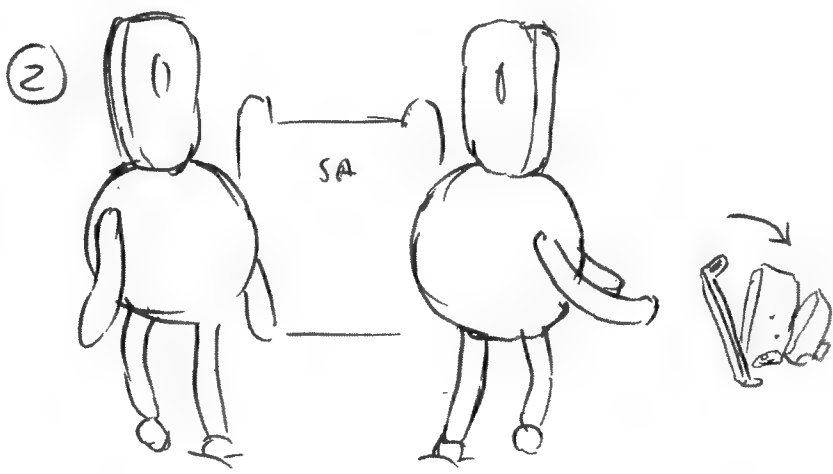
Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



Dialog:	[reuse]
Action:	
Timing:	



EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

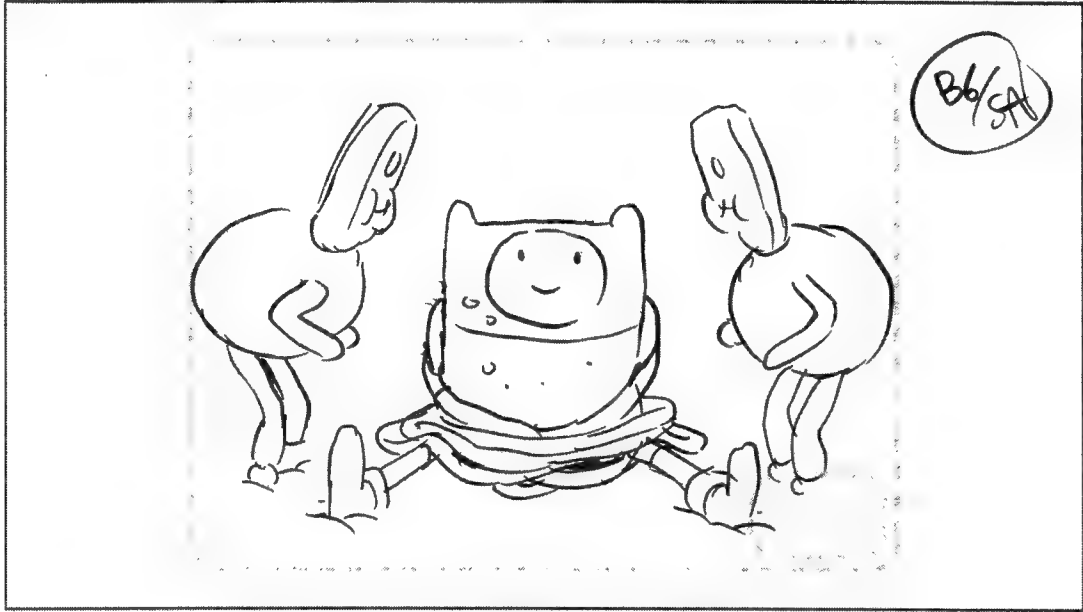
ADVENTURE TIME



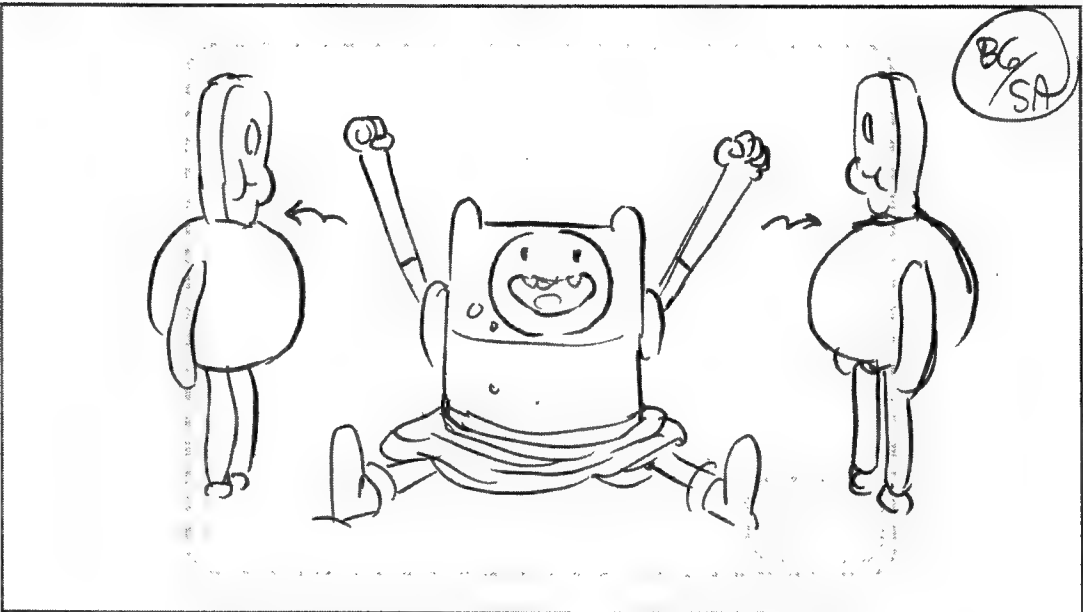
184

Page \_\_\_\_\_

Sc. 158 Pnl. C Bg. day night



Sc. 158 Pnl. D Bg. day night



Dialog:

[reuse]

(FINN) Hā hā! (triumphant)

Action:

Timing:

EPISODE #

Production :

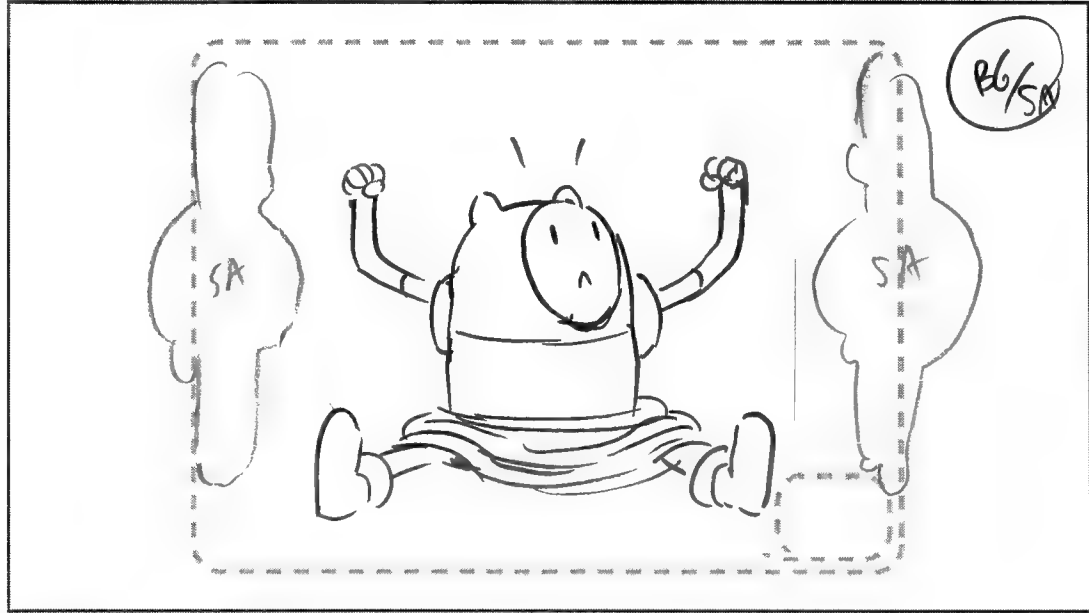
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unauthorized and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

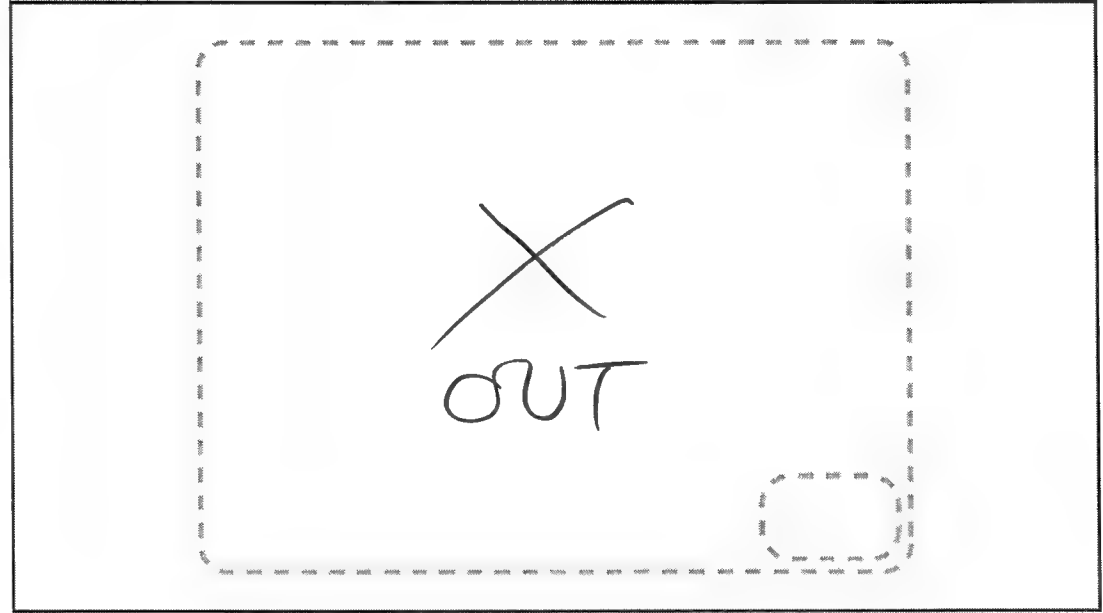
ADVENTURE TIME



Sc. 158 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog: KING HIGE (OS: WHAT THE!!!??

Action:

Timing:

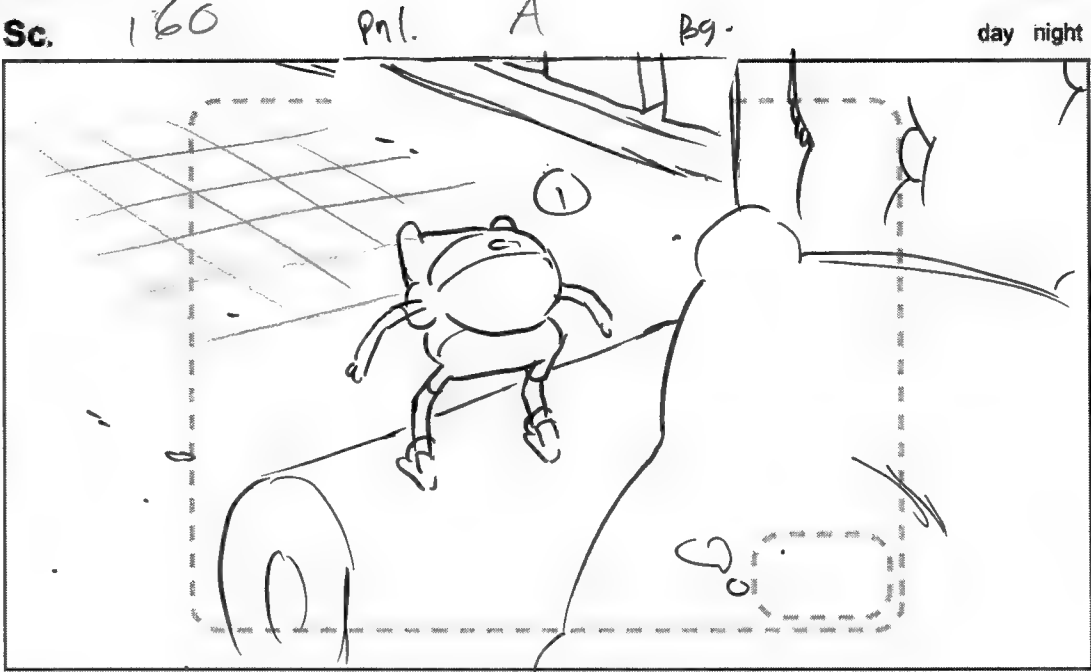
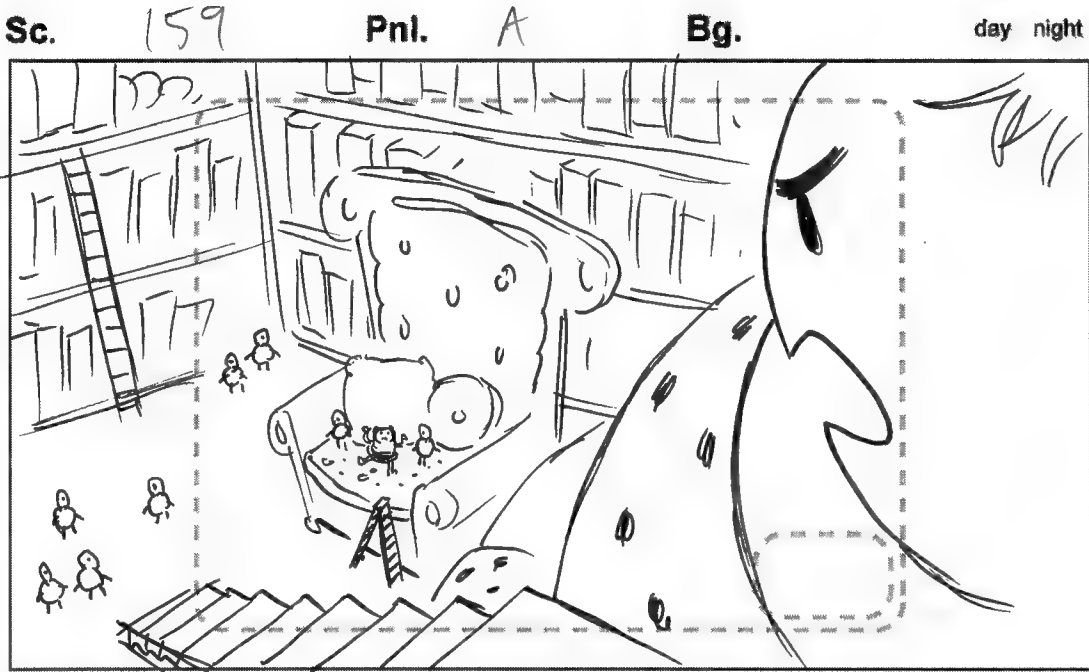
EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

(KH) FOOD BOYZ! SEIZE THE CHILD! —→ (KH) → ① HEY! ②

Action:



Timing:



EPISODE # 1025-193

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or sold in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: KH: (us) GET BACK HERE!

Action: King starts speaking while Finn is in mid-climb

Timing:

EPISODE #

Production :

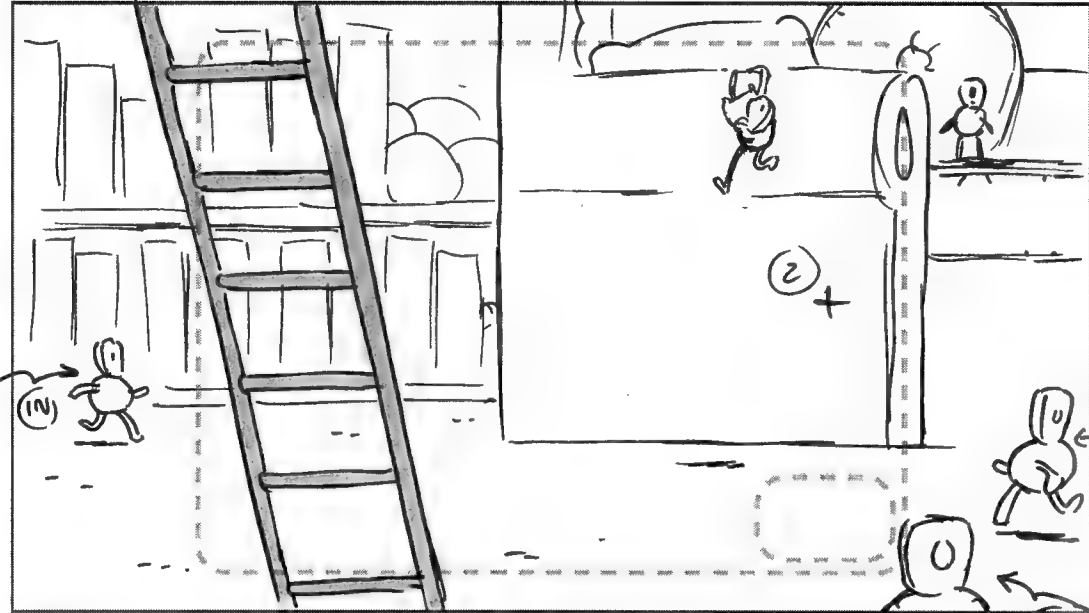
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

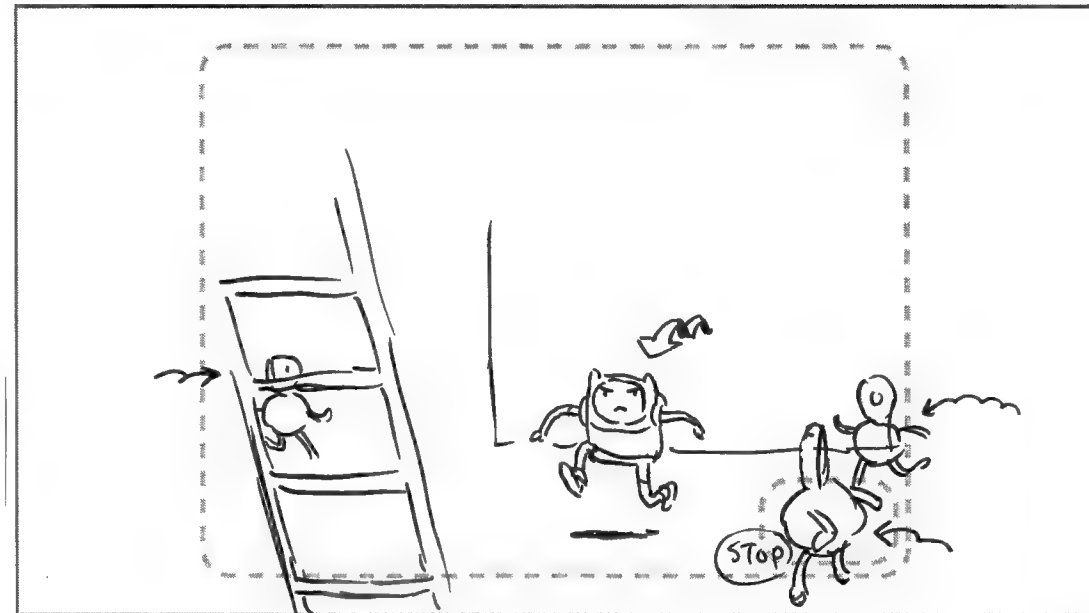
ADVENTURE TIME



Sc. 161 Pnl. A Bg. day night



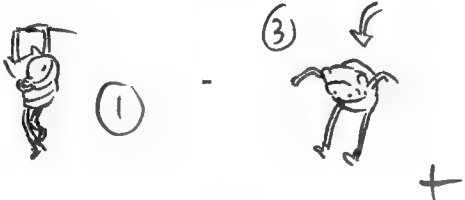
Sc. 161 Pnl. B Bg. day night



Dialog:

(KH) (OS) Finn!? FINN!!

Ac



Til



- Finn splays his legs a bit, then leaps down. His legs slip out when they hit the ground, so he hits his butt.

EPISODE #

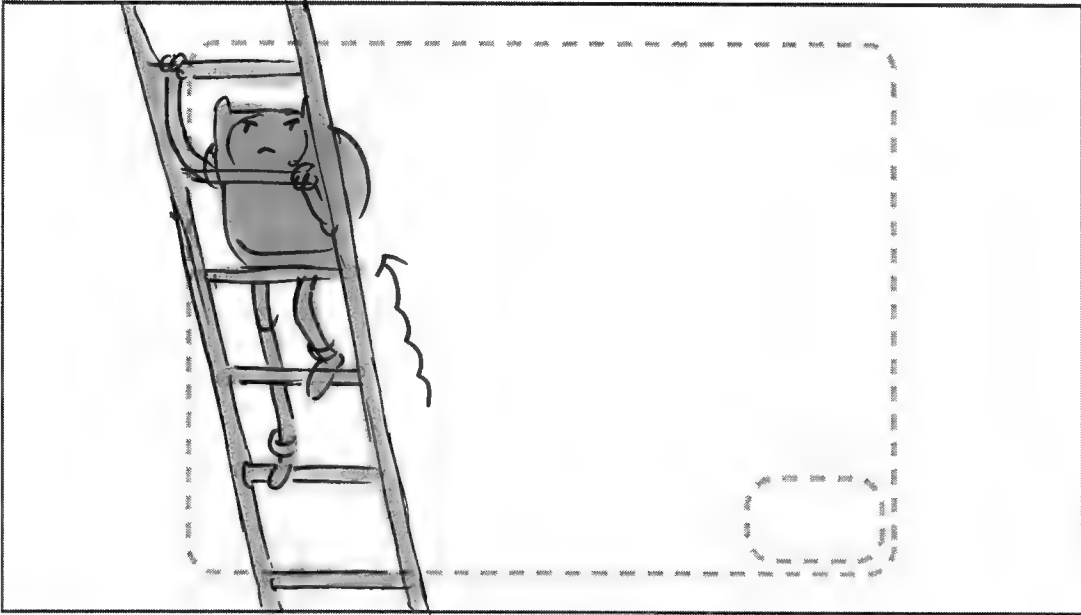
Production :

1025-192

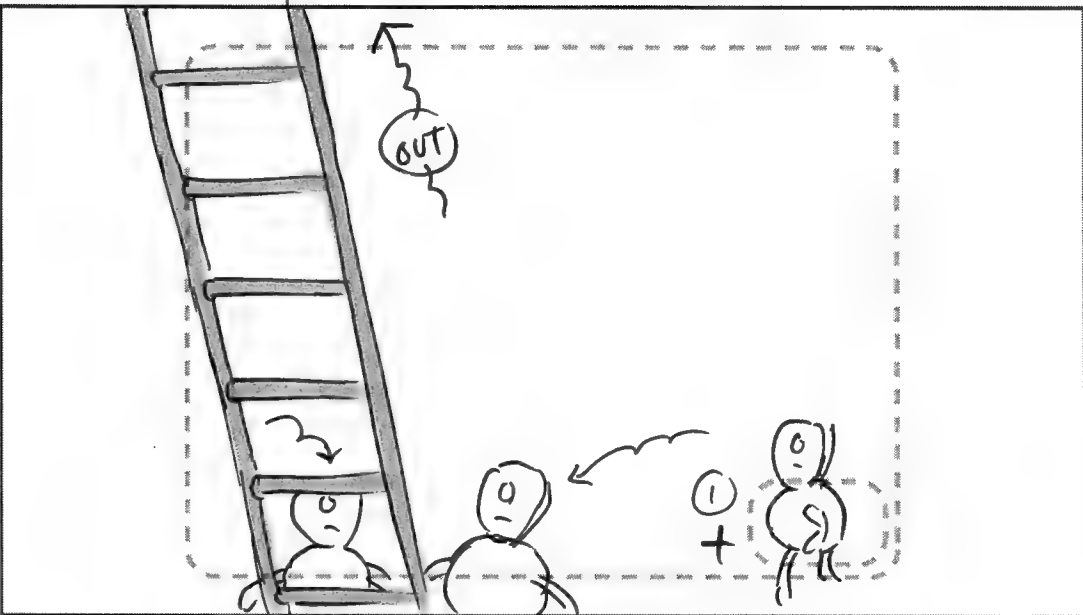
ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 161 Pnl. D Bg. day night



Dialog:

Action:

Timing:



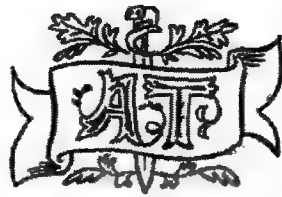
EPISODE #

Production :

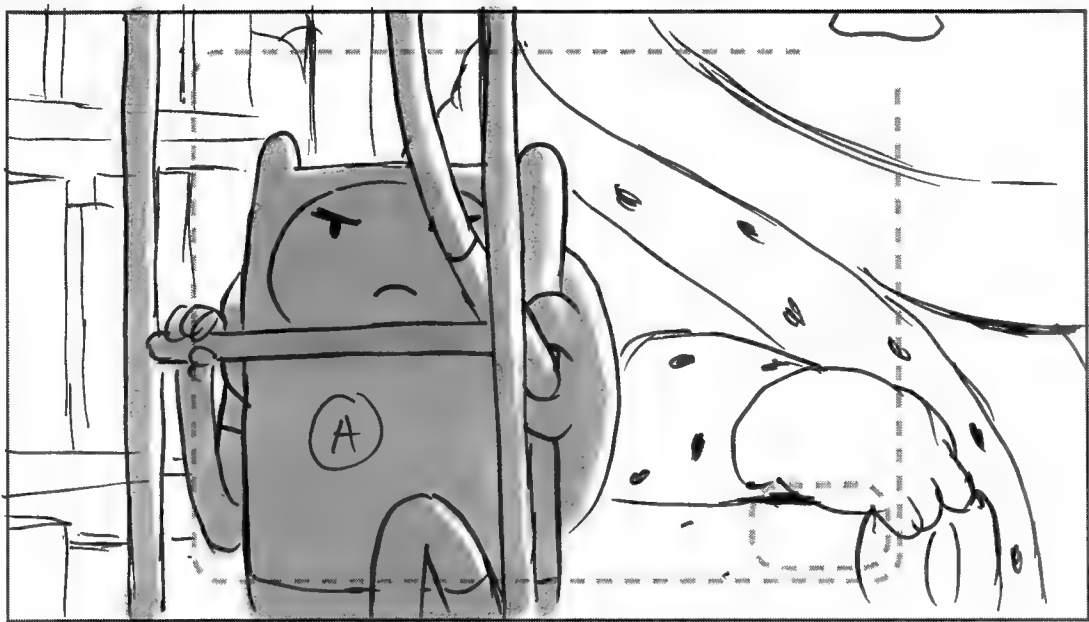
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

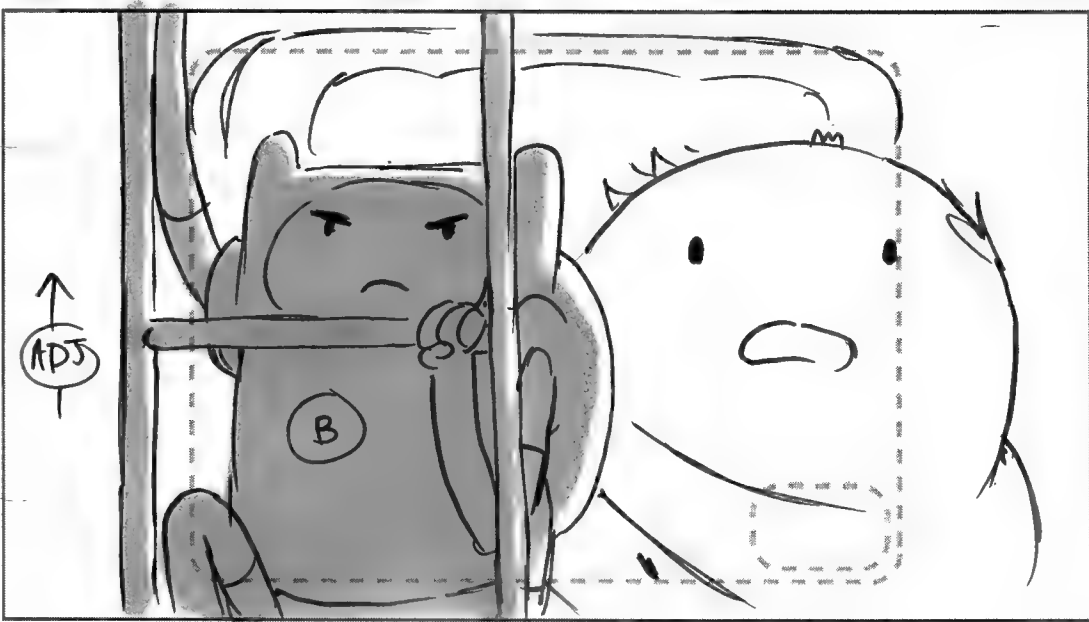
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:	(KH) There's nowhere to run Finn - You know you'll never escape !
Action:	
Timing:	

EPISODE #

Production :

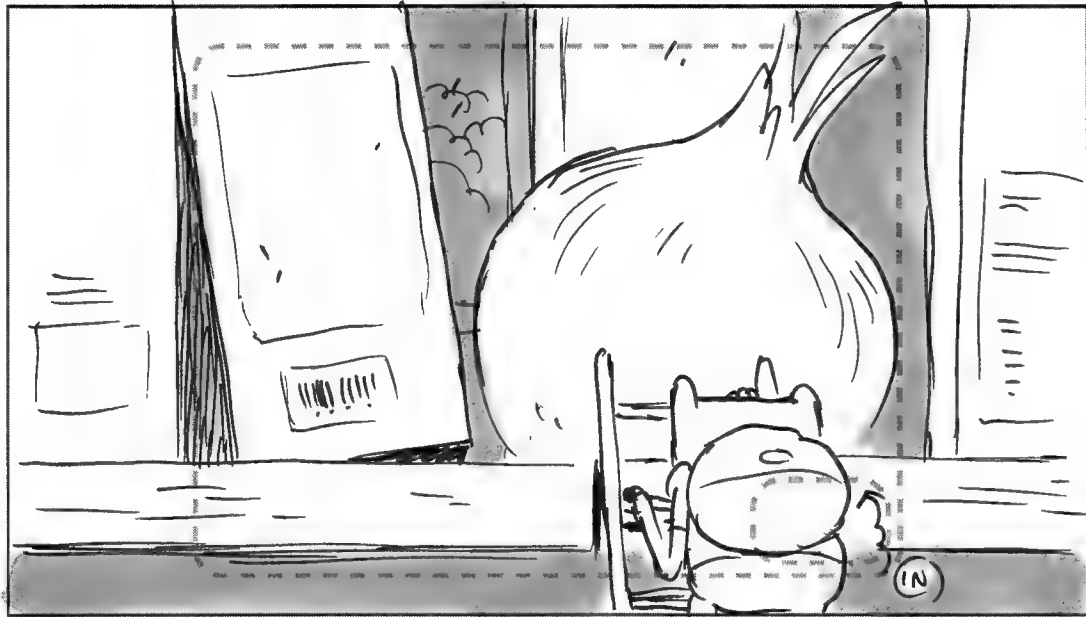
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

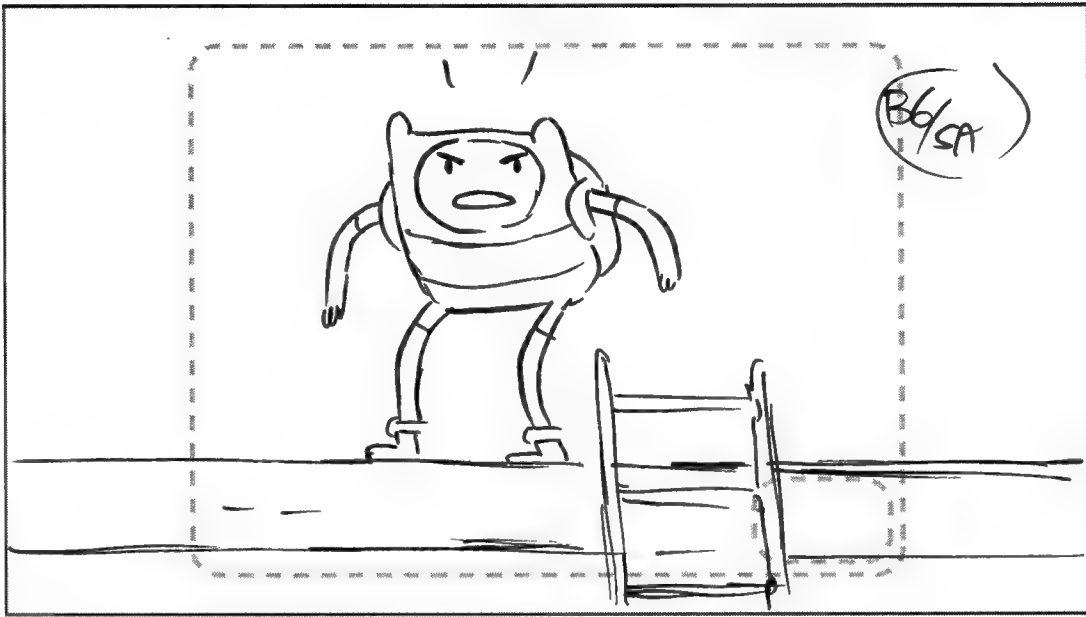
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



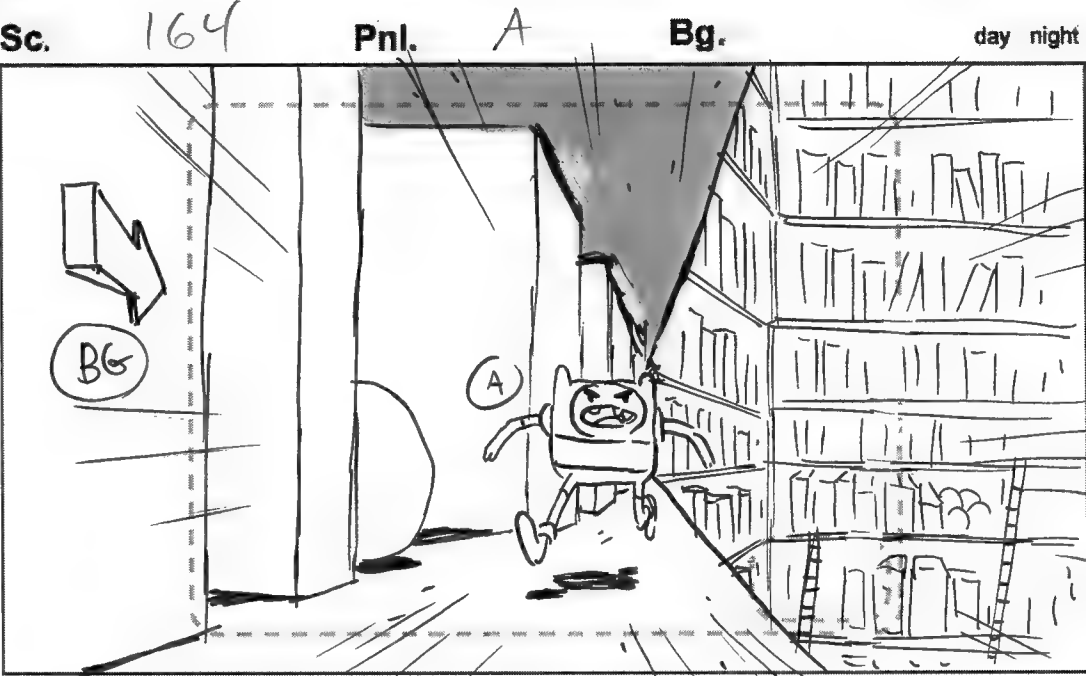
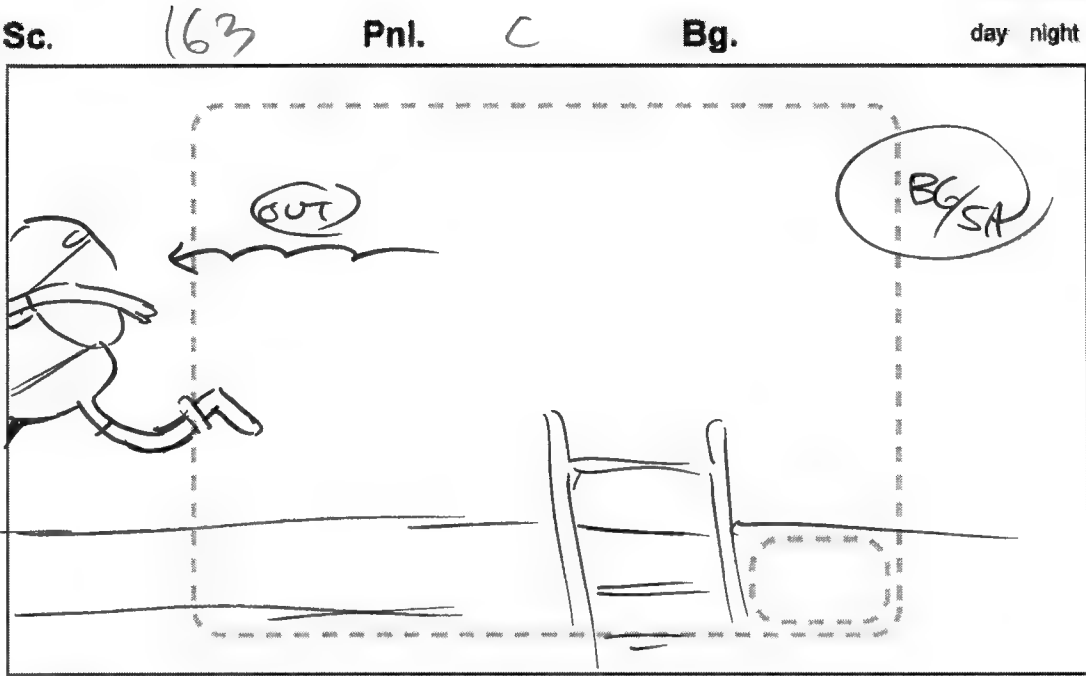
Dialog:	(F:) I'm not trying to escape anymore!
Action:	
Timing:	

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:

(F-) I'M GONNA MURDER YOUR STUPID CLOCK YOU PSYCHO !

Action:

Timing:

EPISODE #

Production :

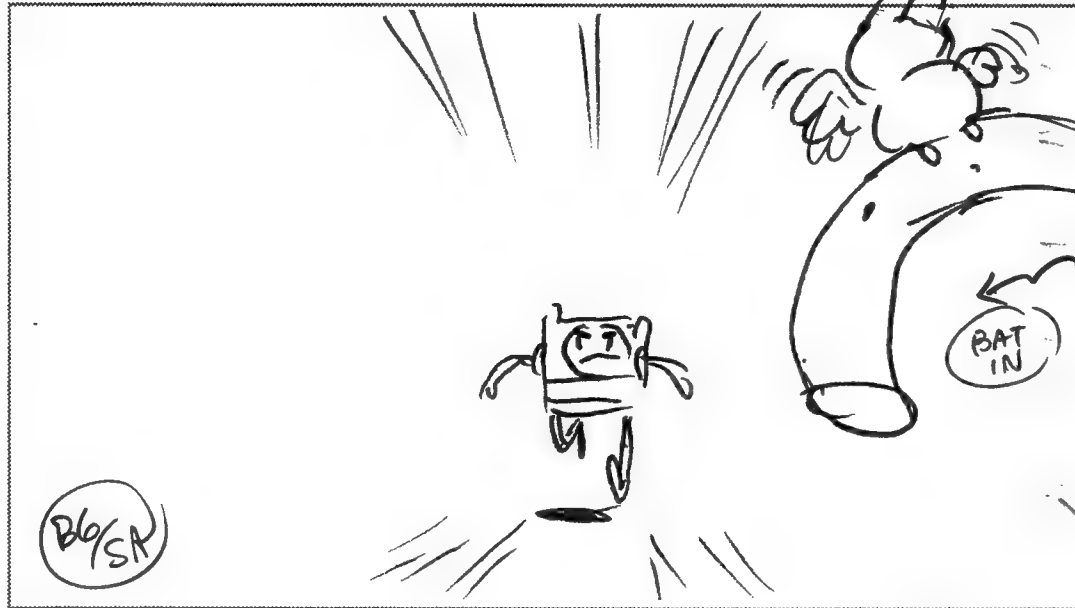
1025-195

# ADVENTURE TIME



Page 193

Sc. 164 Pnl. B Bg. day night



Sc. 164 Pnl. C Bg. day night



Dialog:

Action: - Chandelier bat quickly flies into shot and bumps into Finn's face. Finn, focused on his goal, impatiently shoves bat away.

Timing:



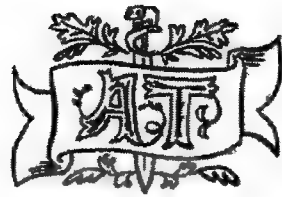
EPISODE #

Production :

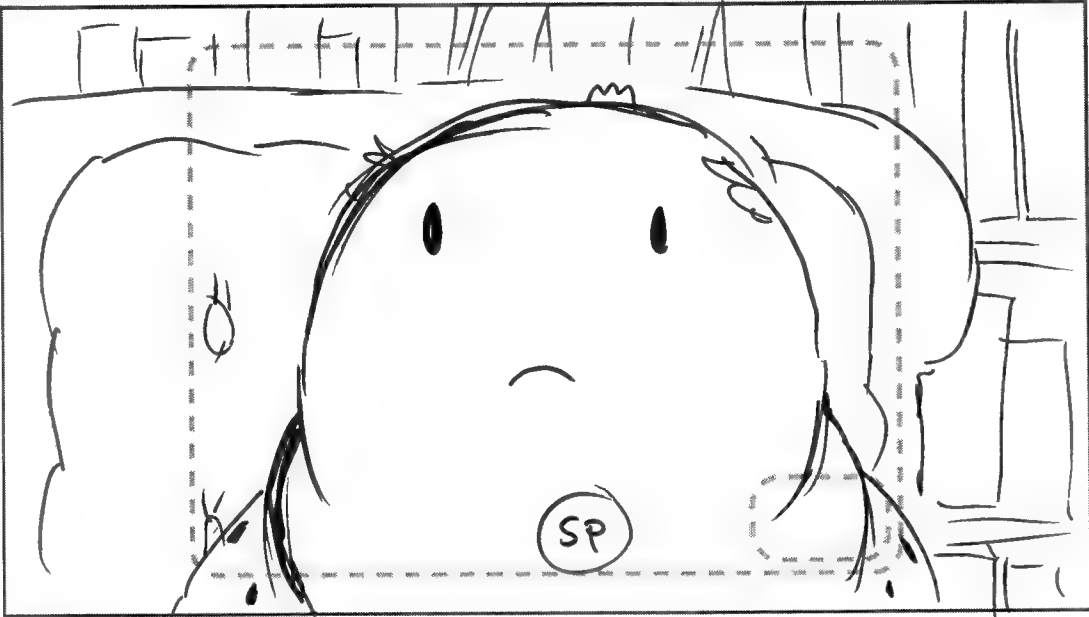
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes and may not be sold or transferred.

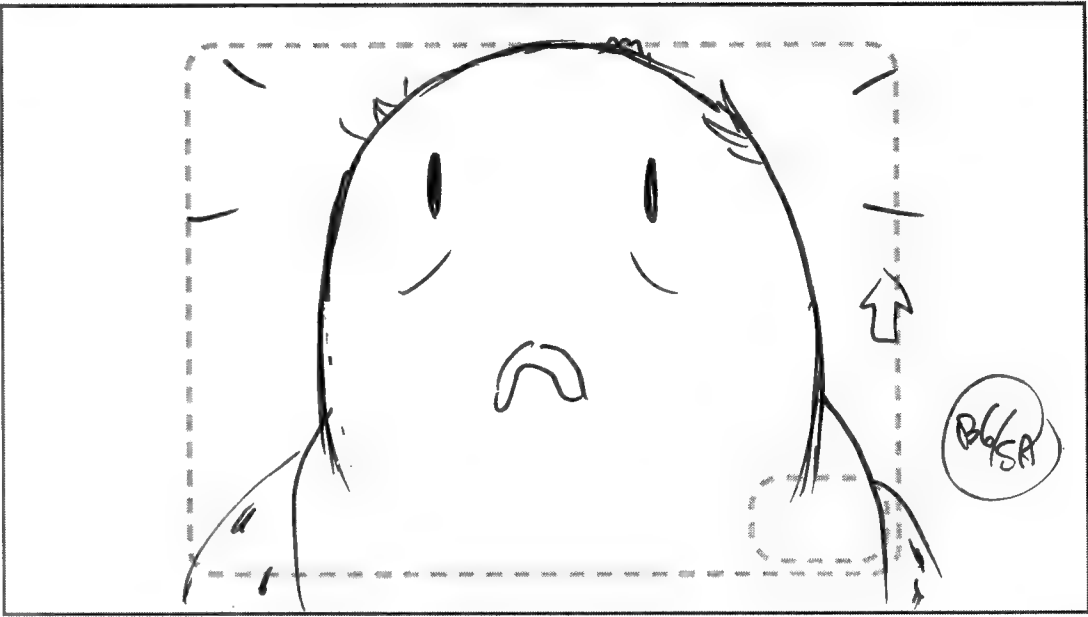
ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog:	(KH) BWAAHH ?!!!? NO!!
Action:	
Timing:	

EPISODE #

Production :

1025-193

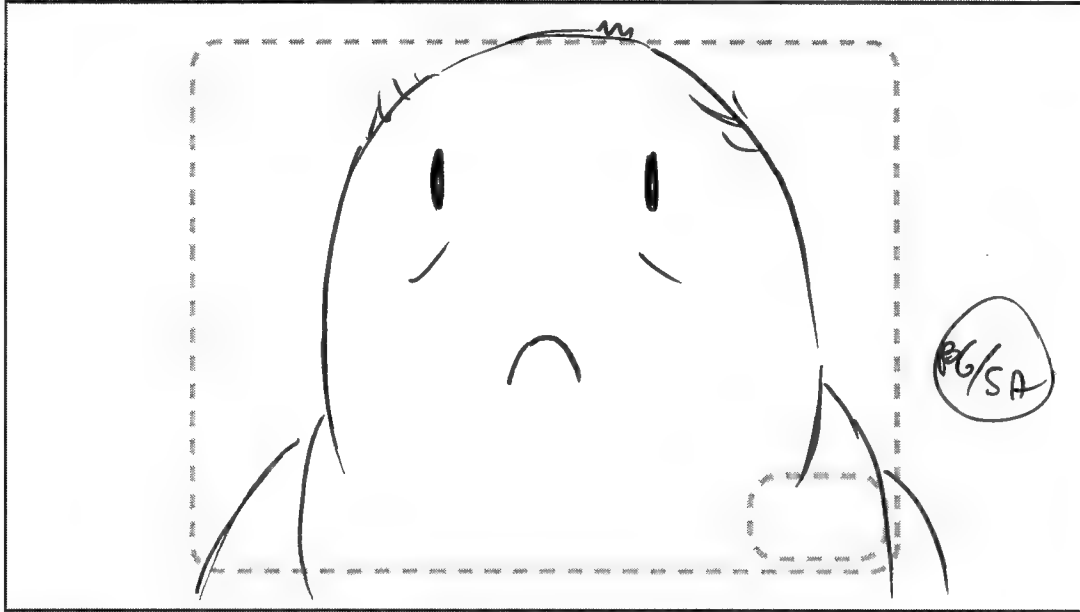


© 2009 This material is the property of The Cartoon Network, Inc. It is unqualified and must not be shown from the studio. Authorized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 165 Pnl. C Bg. day night



Sc. 165 Pnl. P Bg. day night



Dialog:	(FINN) (OS) YUP!	(KH) GHRRR R R R RR→
Action:		
Timing:		

EPISODE #

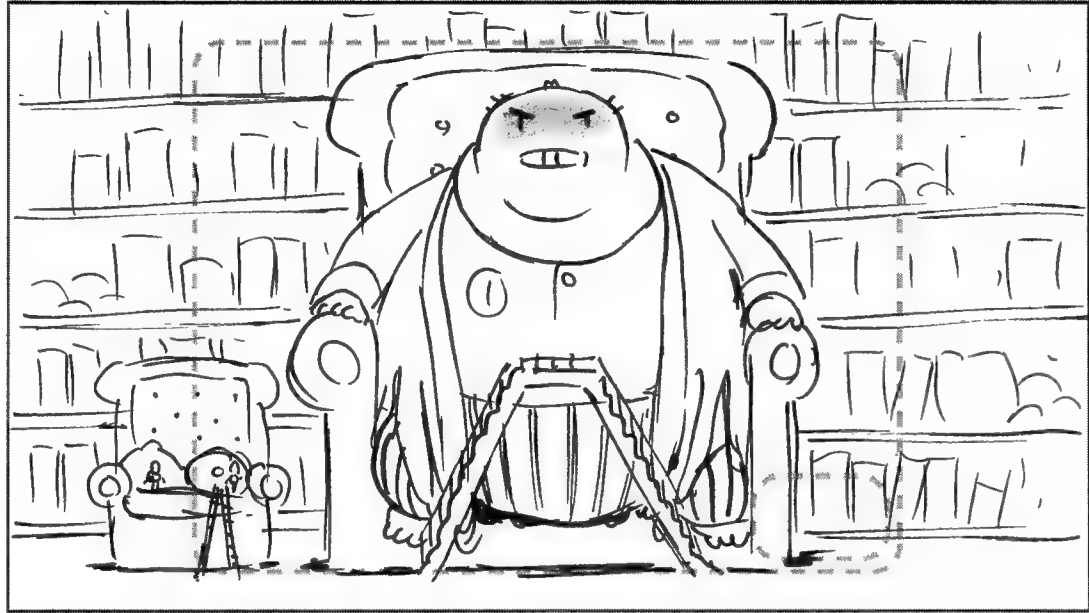
Production :

C 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

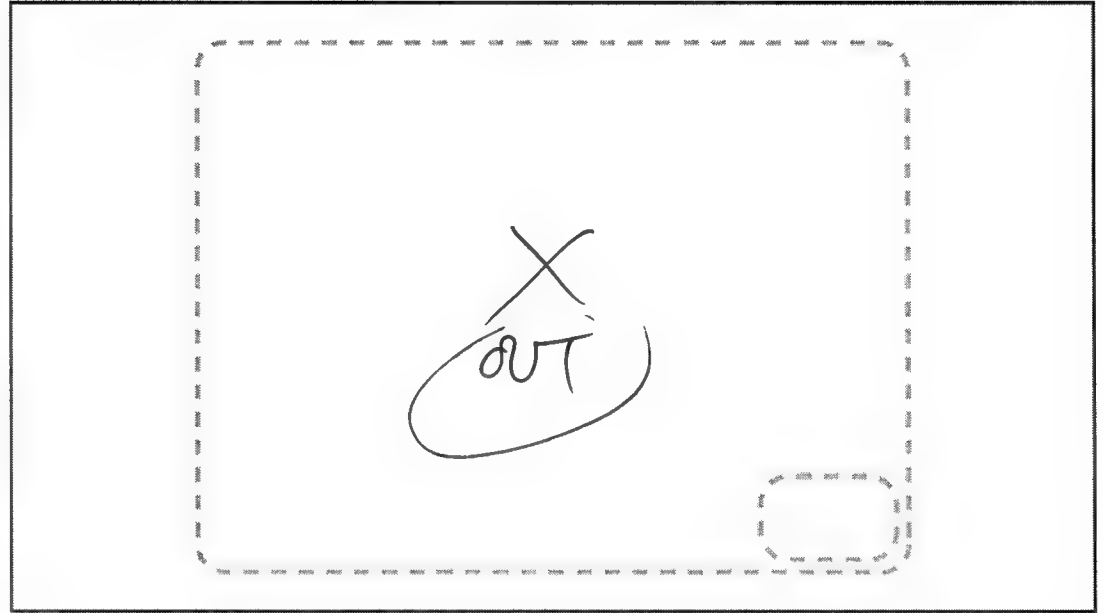
ADVENTURE TIME



Sc. 166 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (KH) → RRRRRRRR RRR RRR R

Action: (2)

Timing:

- King Huge struggles to stand.



EPISODE #

Production :

1025-193

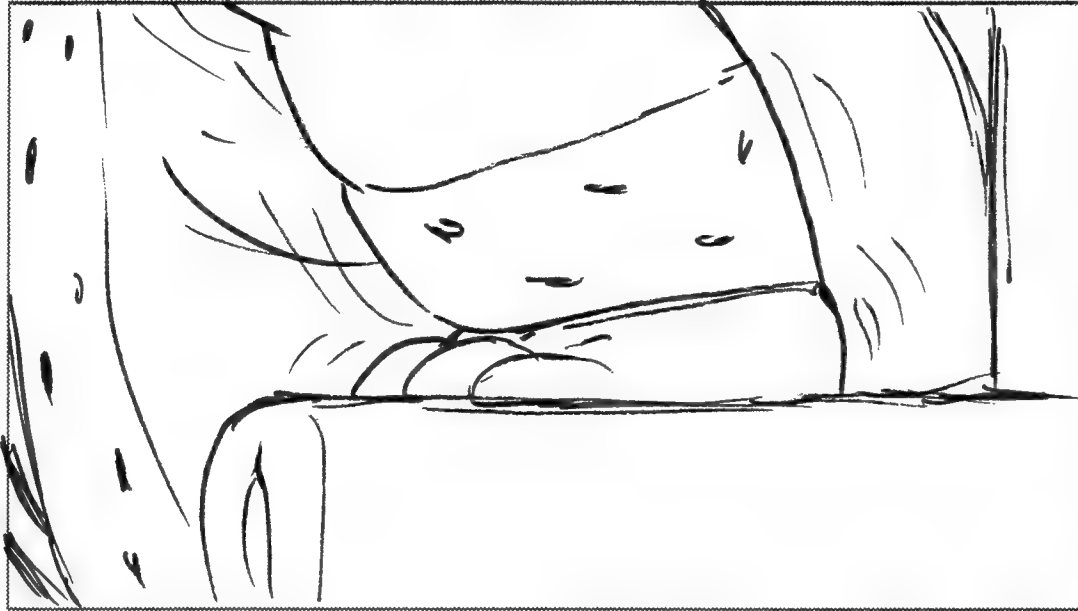
# ADVENTURE TIME



197

Page \_\_\_\_\_

Sc. 167 Pnl. A Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:

(KH:) RRRRRR

Action:

- King struggles to stand.

Timing:

(KH:) GNNYYHHH!! →

EPISODE #

Production :

1025-193

# ADVENTURE TIME



Page 198

Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night



Dialog:

(KH) NYYYHH UNNNGHHH... NYHHHH

Action:

- struggling to stand, King Huge stretches his neck forward.

Timing:

EPISODE #

Production :

1025-193

© 1999 This material is the property of The Cartoon Network, Inc. It is unpublished and material it comes from the studio, duplicated or used in any manner, except for production purposes, and may not be used or transferred.

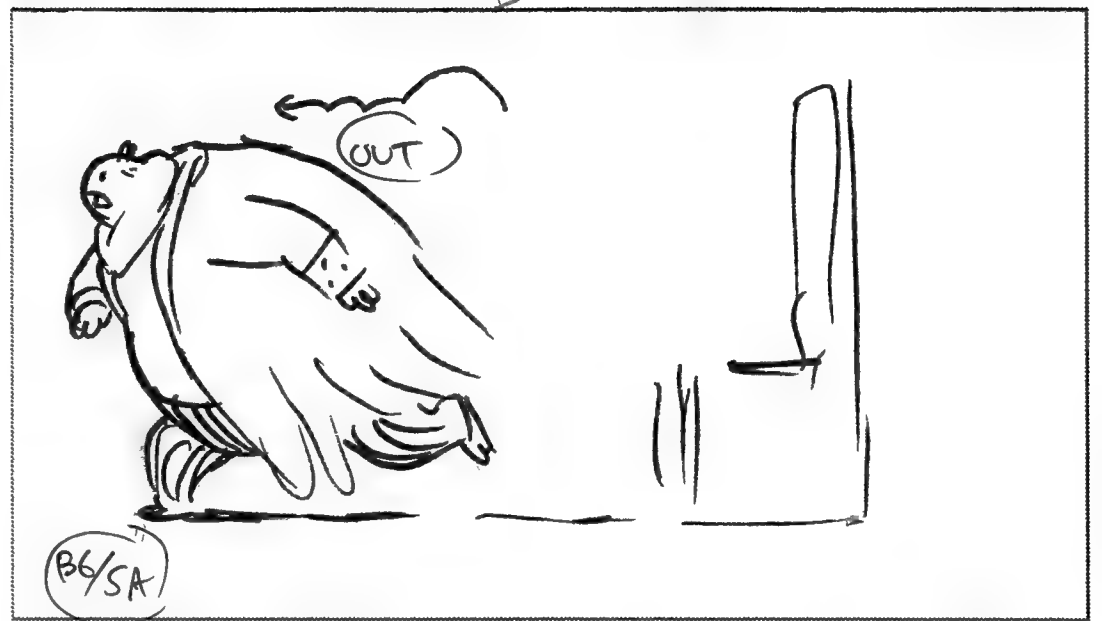
# ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night

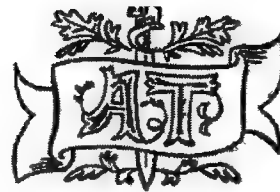


Dialog:	(KH) → NY * GRUNT * → * Heavy/exhausted running sounds *
Action:	
Timing:	

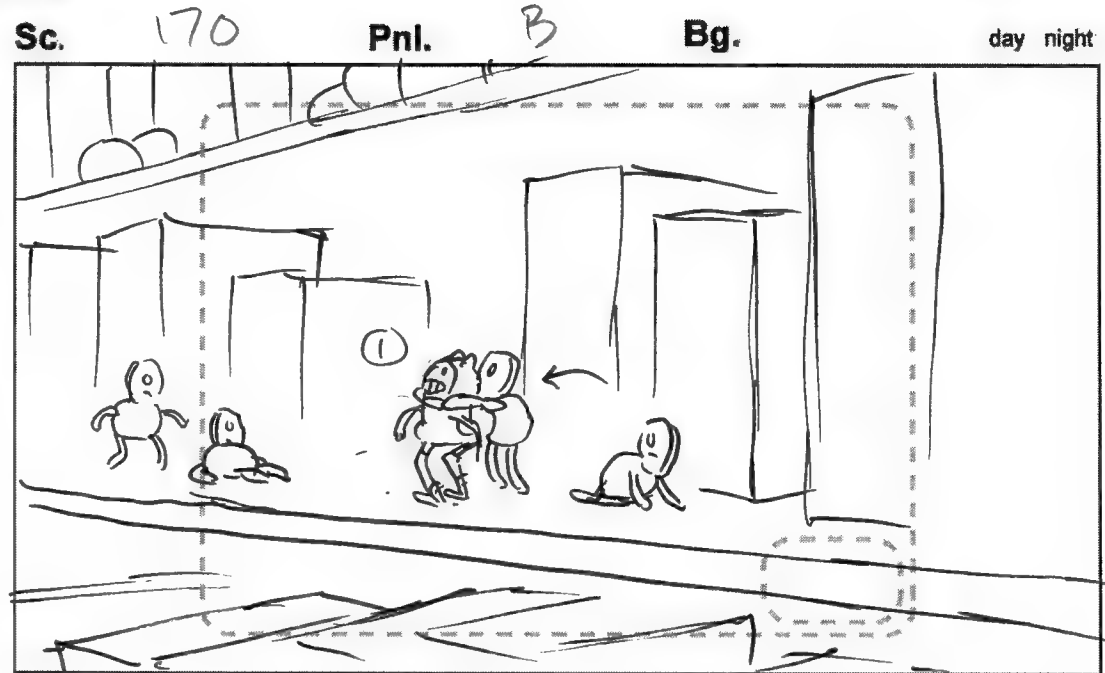
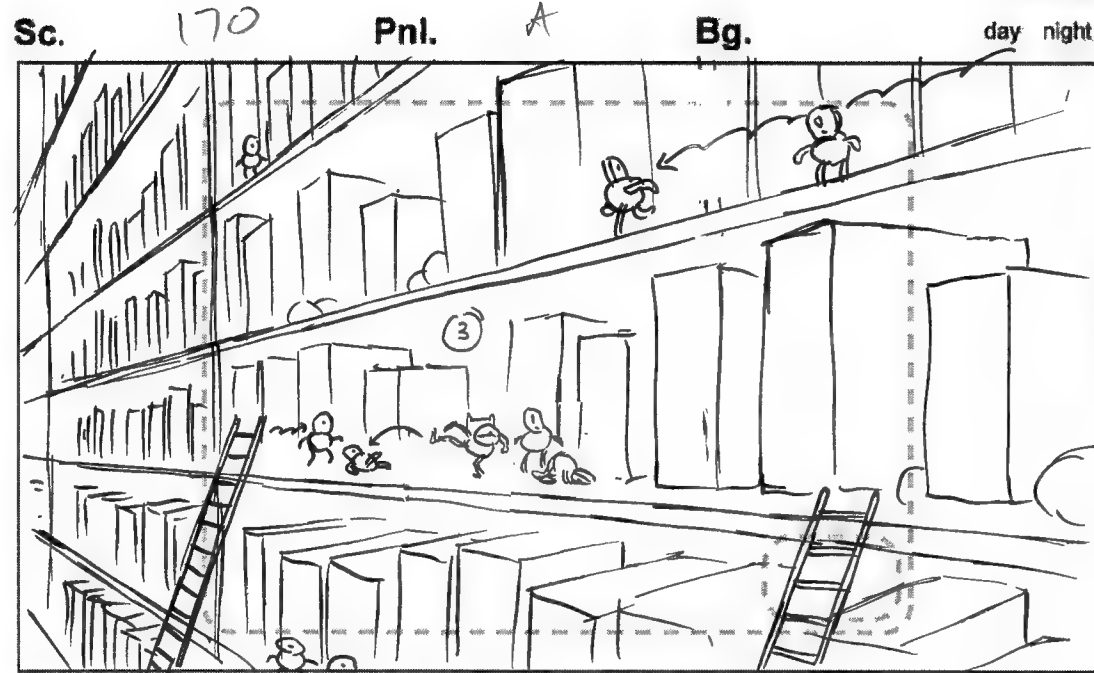
EPISODE # 1025-193  
Production :

C. 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



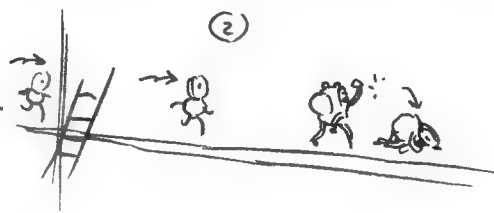
Page 200



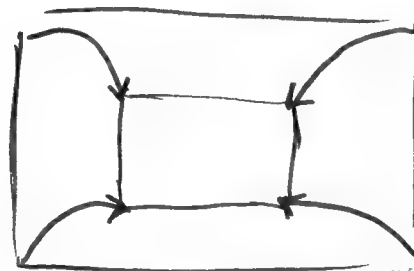
Dialog:

Finn kicks and punches food boys.

Action:



Timing:



Approx. 200%  
enlarge

- Food Boy Chokes  
Finn



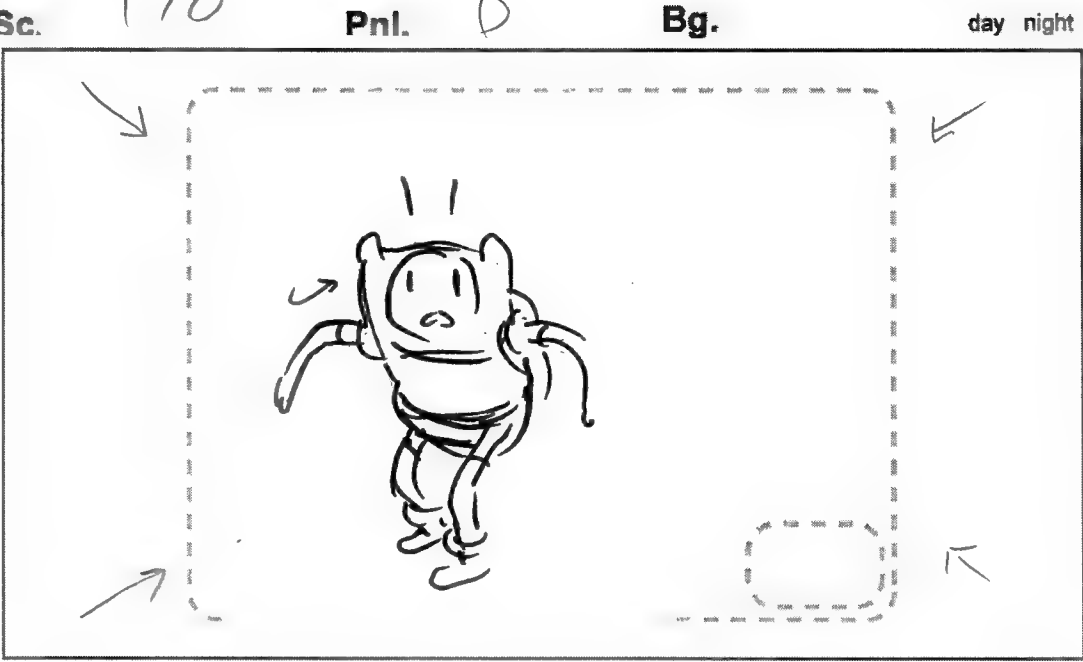
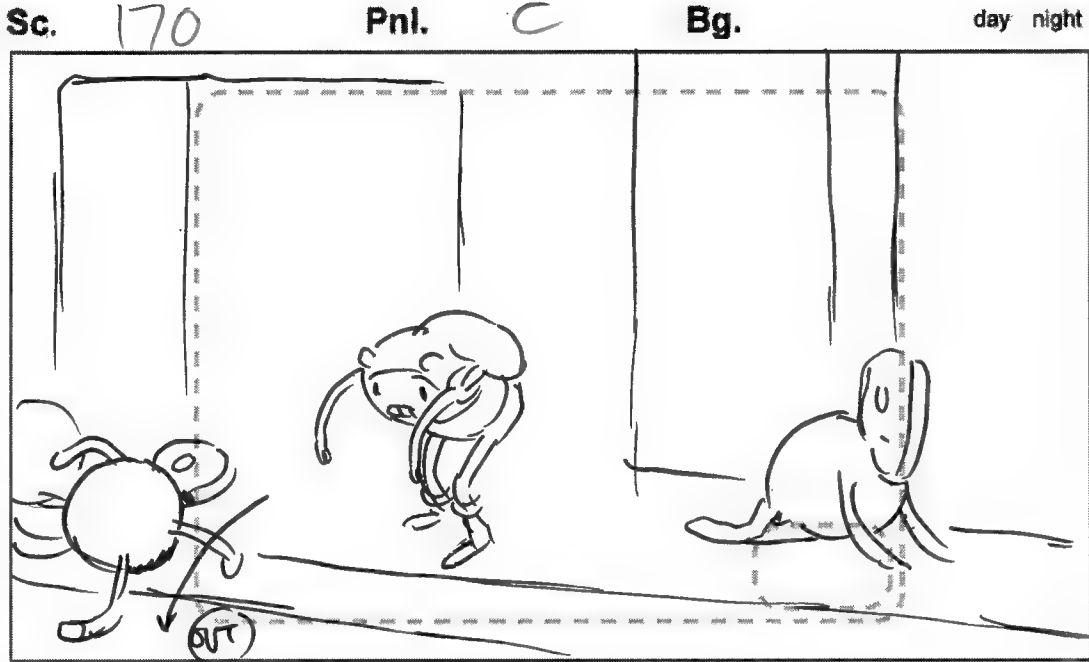
EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

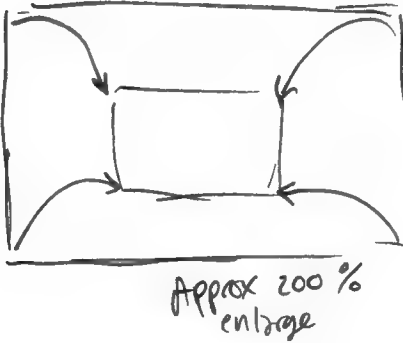


Dialog:

- Finn throws Food boy over his shoulders.



Timin



Approx 200 %  
enlarge

- Finn sees  
King Huge  
approaching



Approx 125%  
enlarge

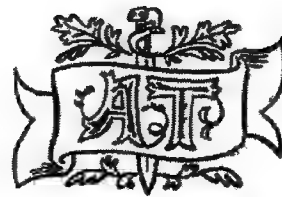
EPISODE #

Production :

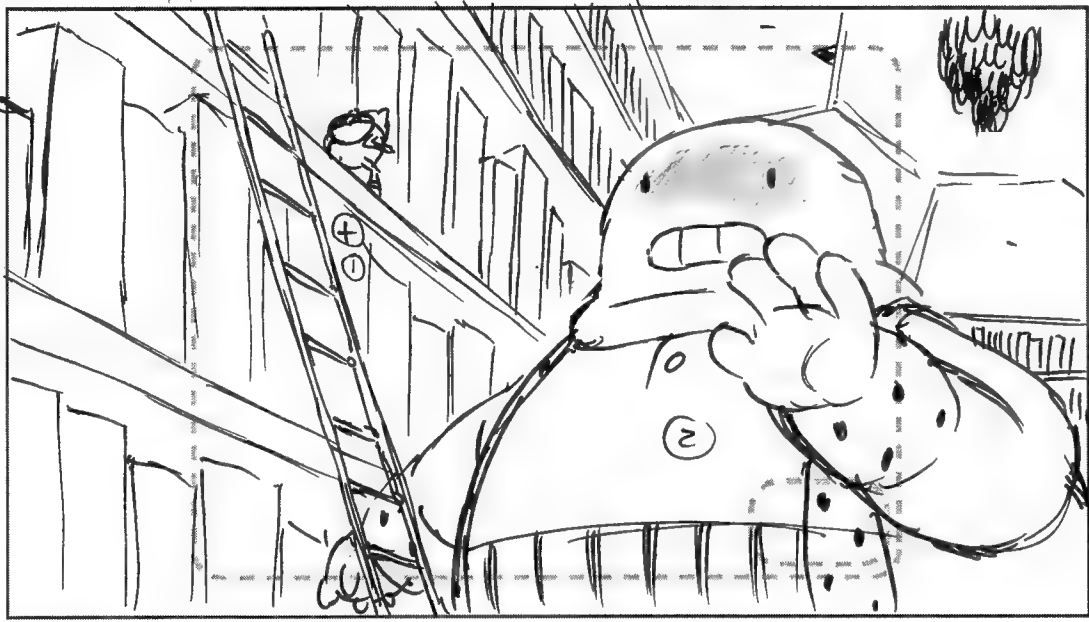
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

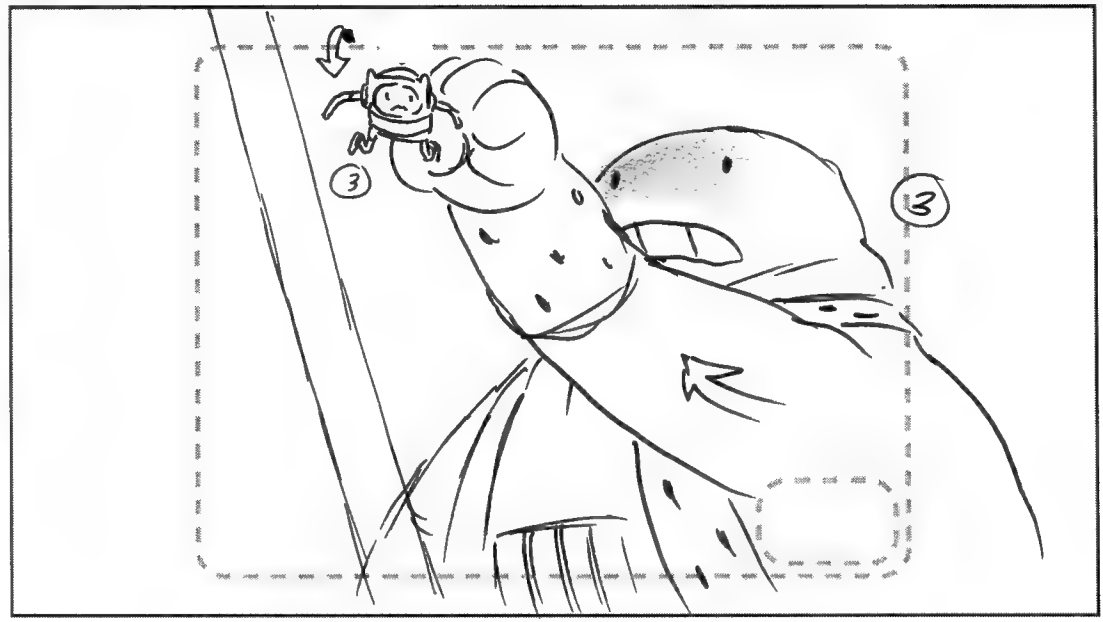
# ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 171 Pnl. B Bg. day night



Dialog:	
Action	
Timing	
<p>- Finn leaps from shelf, avoiding King's grasp.</p>	

EPISODE #

1025-193

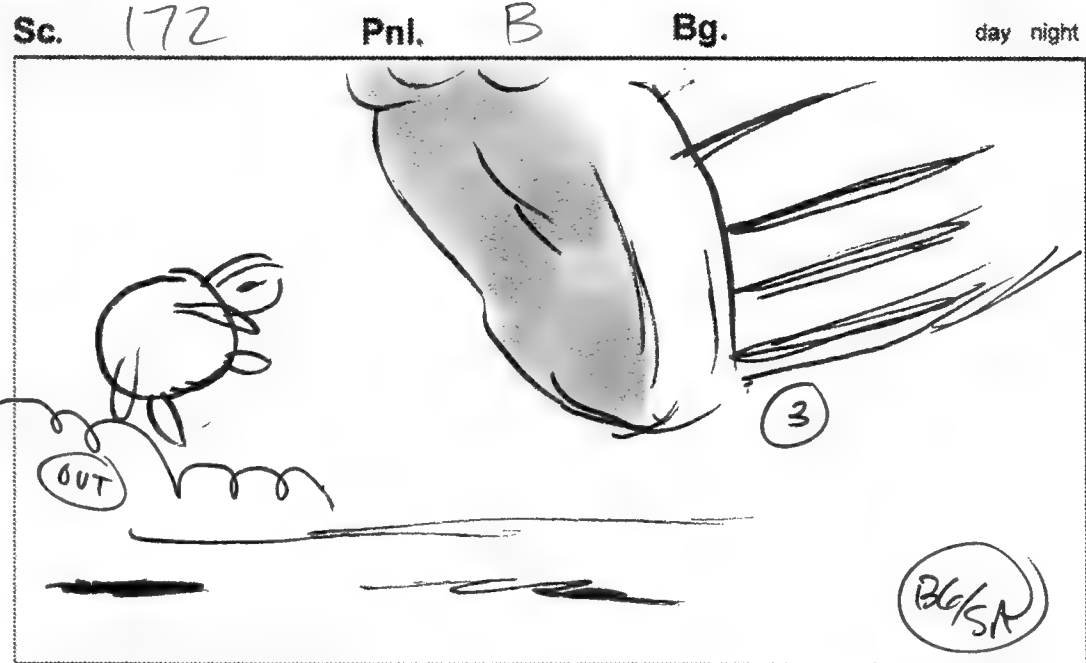
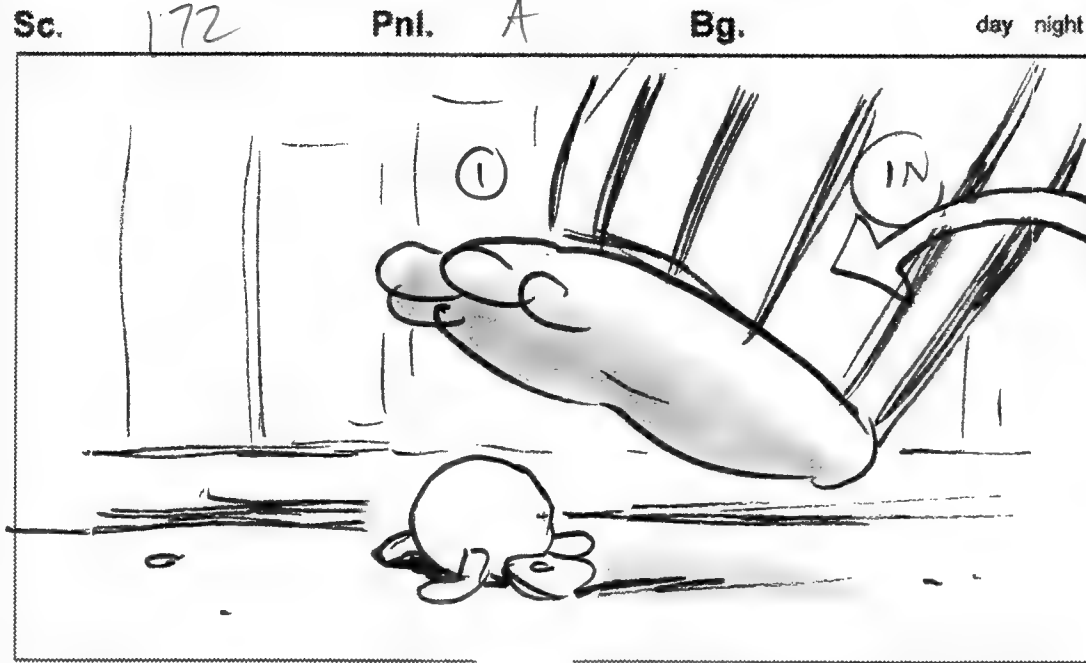
Production :



# ADVENTURE TIME



Page 203



Dialog:	(KH) (OS) WHAA OOH →
Action:	
Timing:	- King Huge slips on a Food boy.



1025-193

EPISODE #

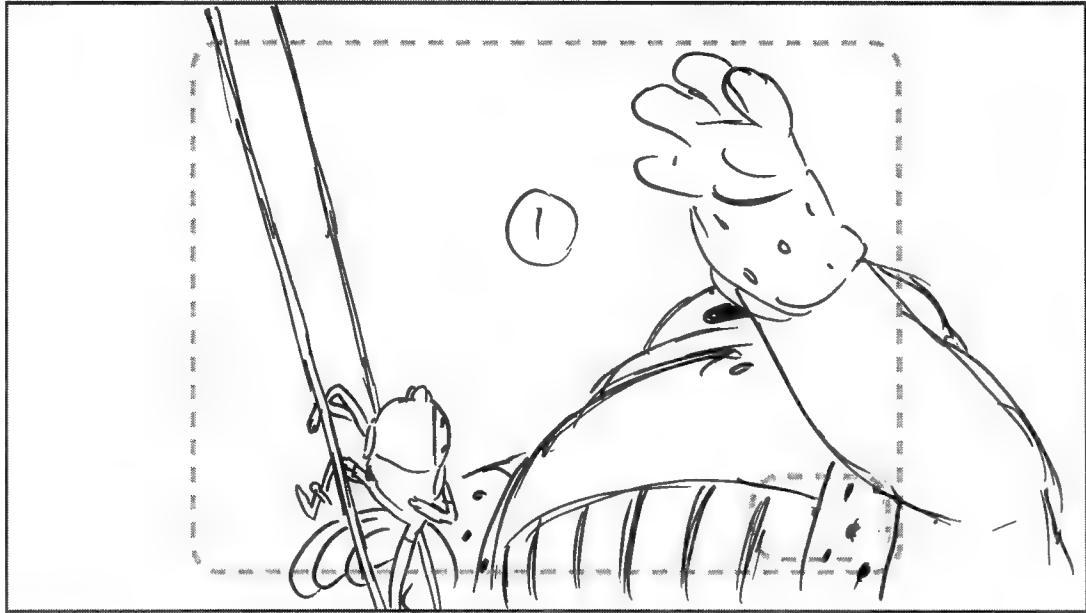
Production :

© 2009 The Cartoon Network. All rights reserved. This is unpublished and must not be used for any purpose, except for production purposes, and may not be sold or transferred.

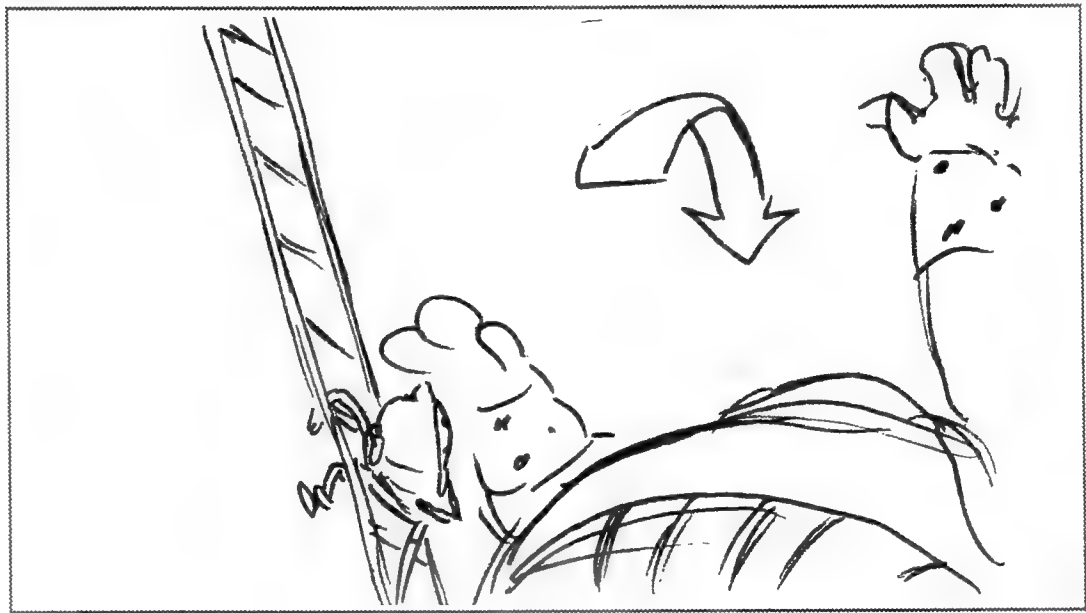
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	(KH:) Y A A A H H H H H . . .
Action:	-King Hugo falls backward.
Timing:	

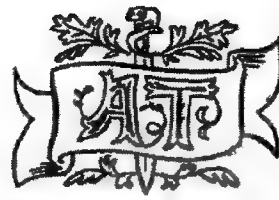
EPISODE #

Production :

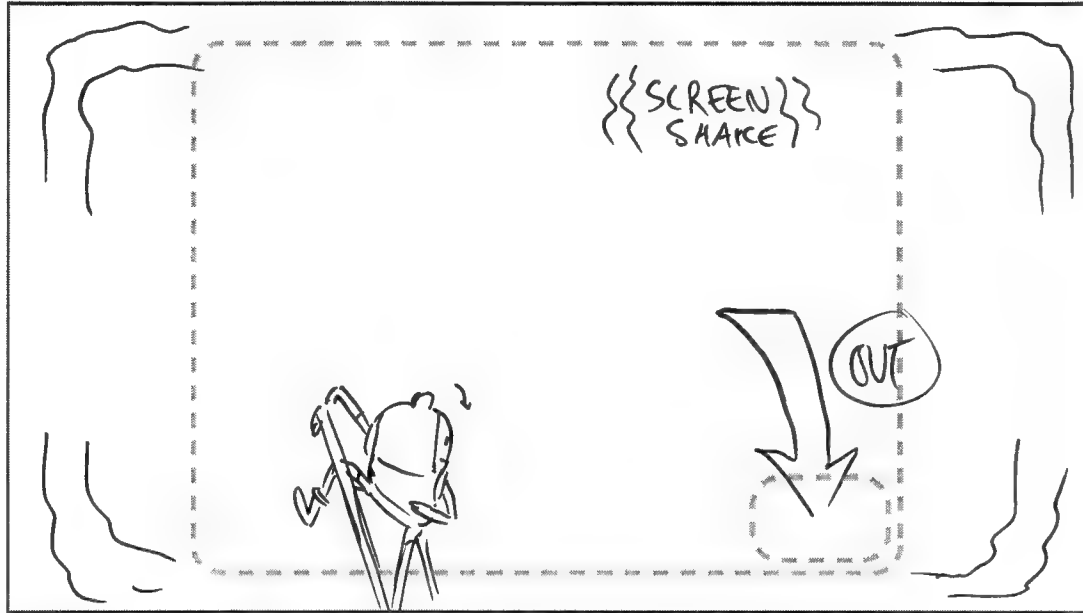
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

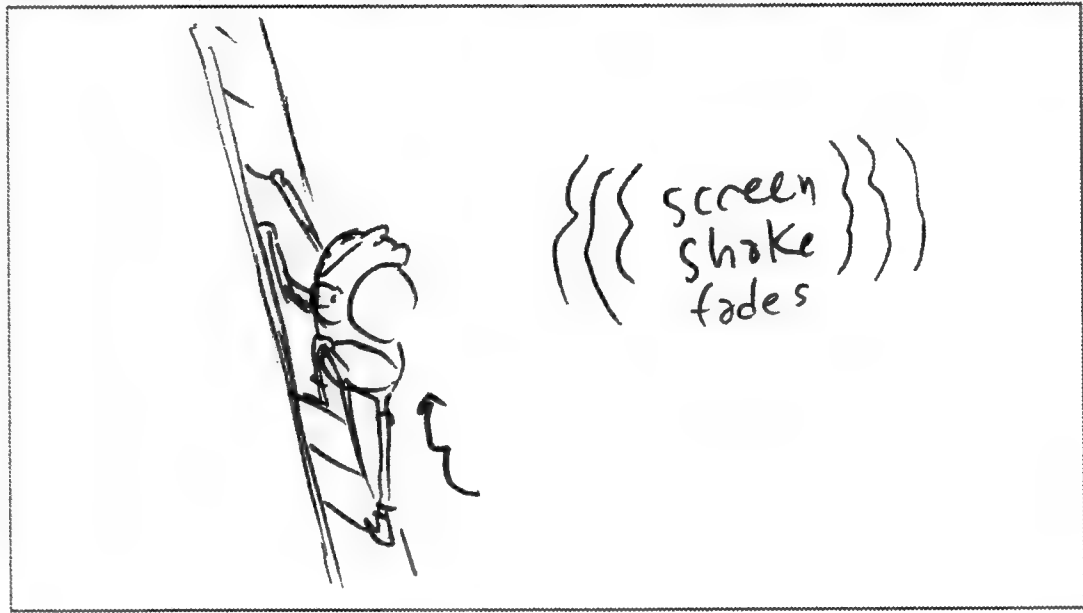
ADVENTURE TIME



Sc. 173 Pnl. C Bg. day night



Sc. 173 Pnl. D Bg. day night



Dialog:
(KH) * impact groan *
Action:
Timing:

EPISODE #

Production :

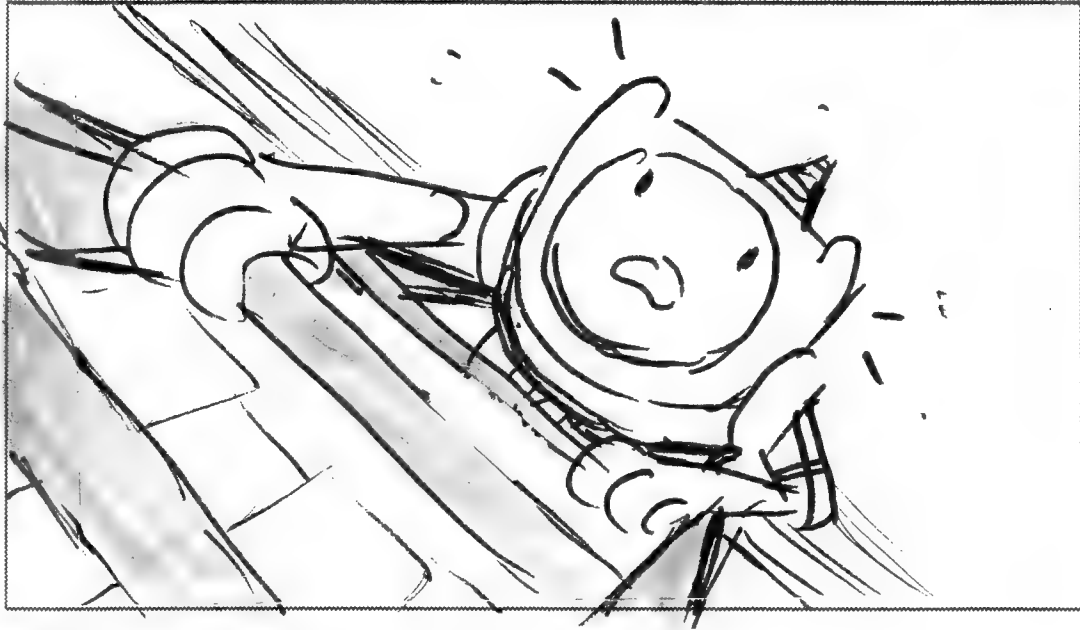
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

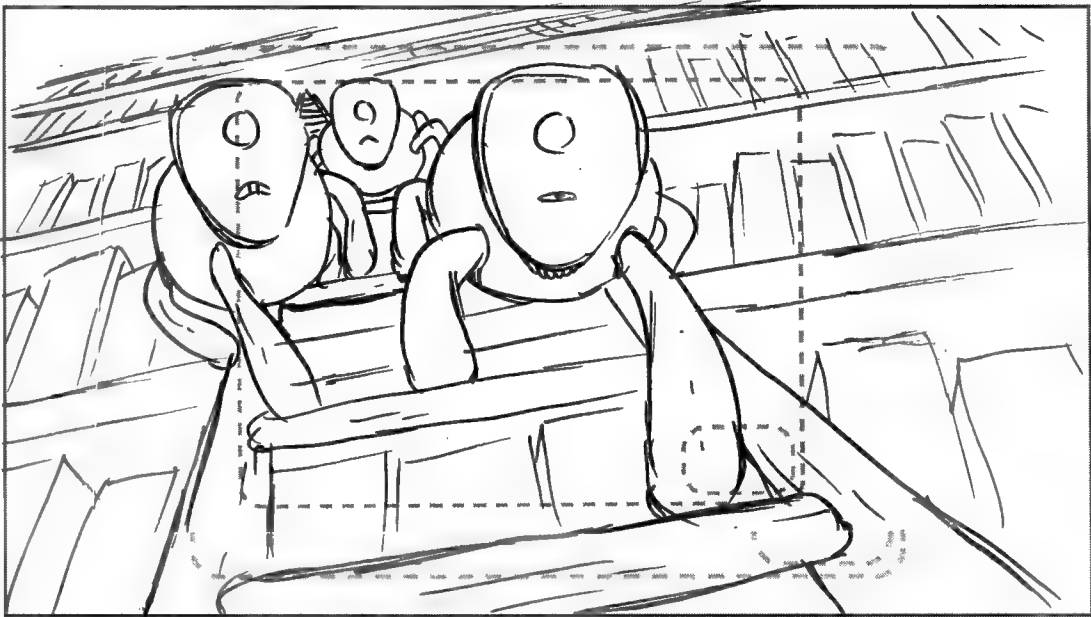
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:	(F:) * GASP *	FOOD BOY: (2) * HISS! *
Action:	- Food boy lunges at Finn and hisses.	
Timing:		



EPISODE #

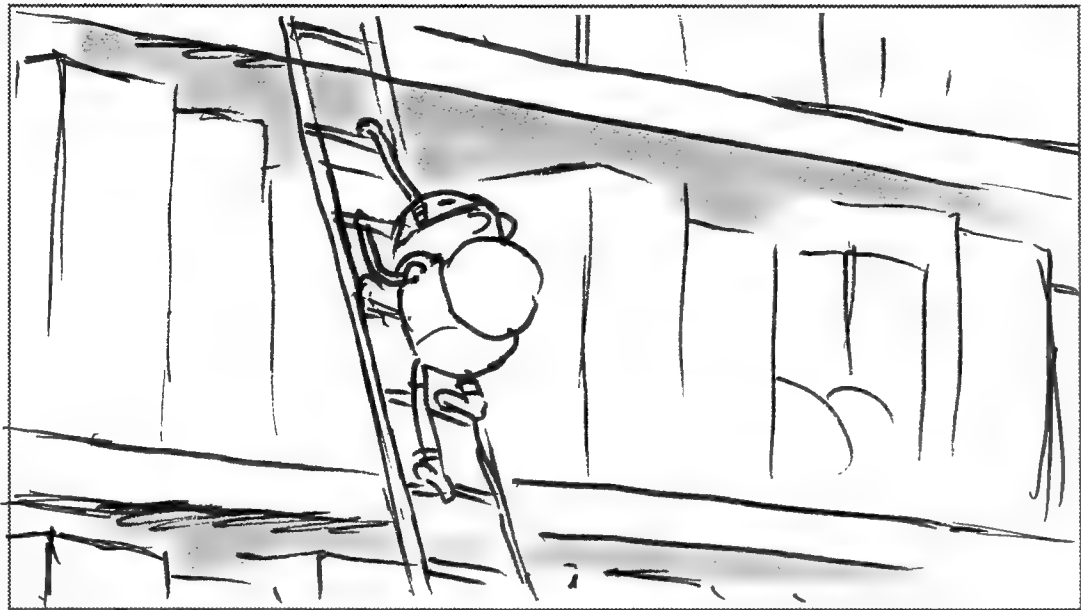
Production :

1025-193

ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. 176 Pnl. B Bg. day night



Dialog:
Action:
Timing:

Production :  
EPISODE #  
1025-193

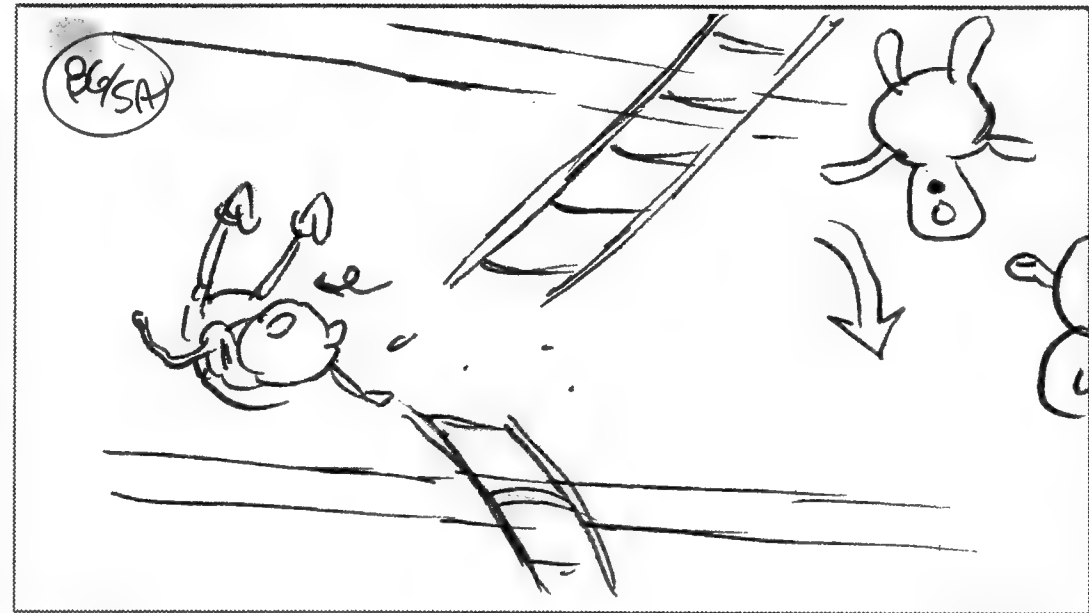
ADVENTURE TIME



208

Page \_\_\_\_\_

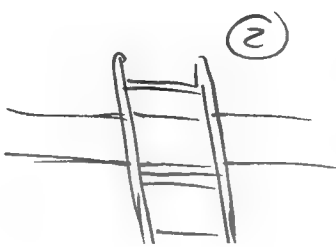
Sc. 176 Pnl. C Bg. day night



Sc. 176 Pnl. D Bg. day night



Dialog:
Action: - Finn Kicks through ladder, sending food boys flying.
Timing:



EPISODE #

Production :

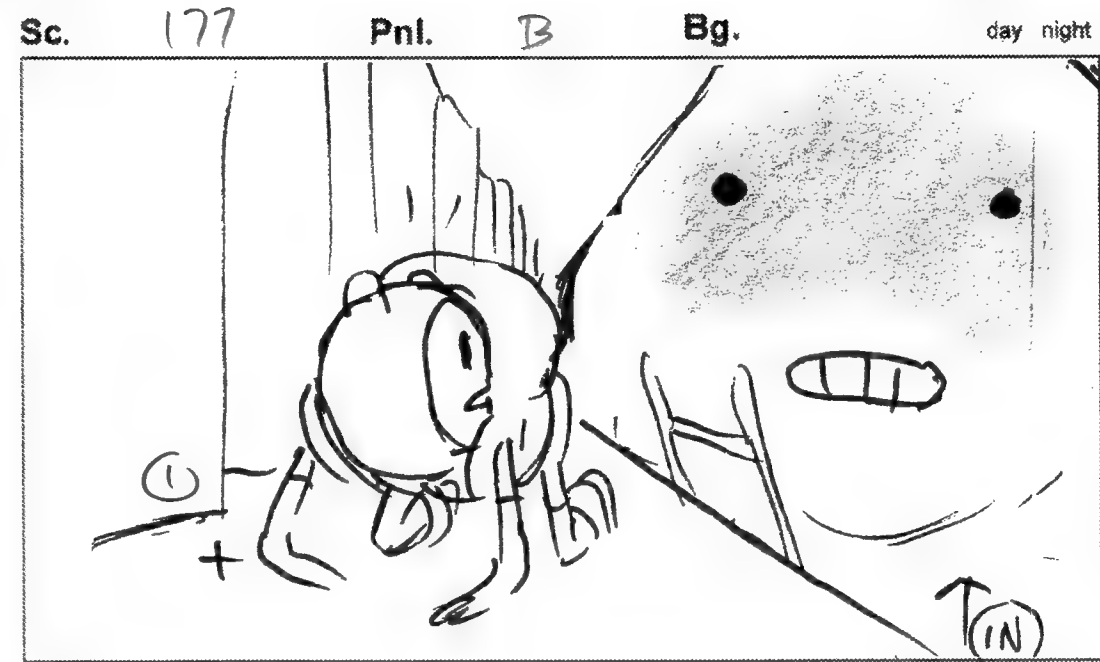
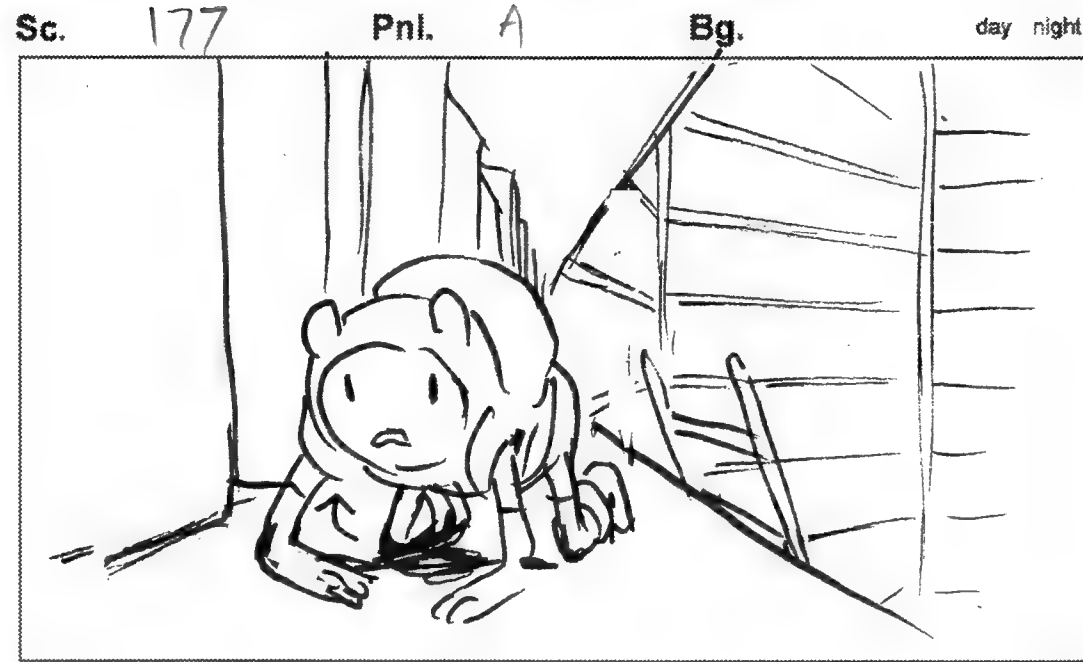
1025-193

© 2000 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be copied from the studio, digital and or used in any manner except for production purposes. All other use is void as well as voided.

# ADVENTURE TIME



Page 209



Dialog:

Action:

Timing:



EPISODE #

Production :

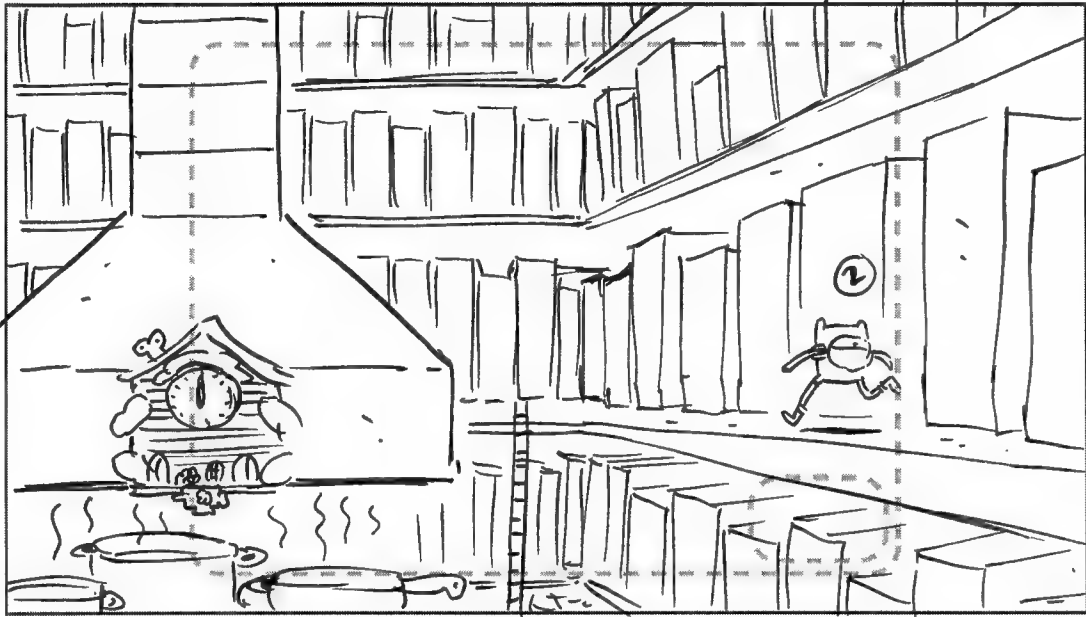
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

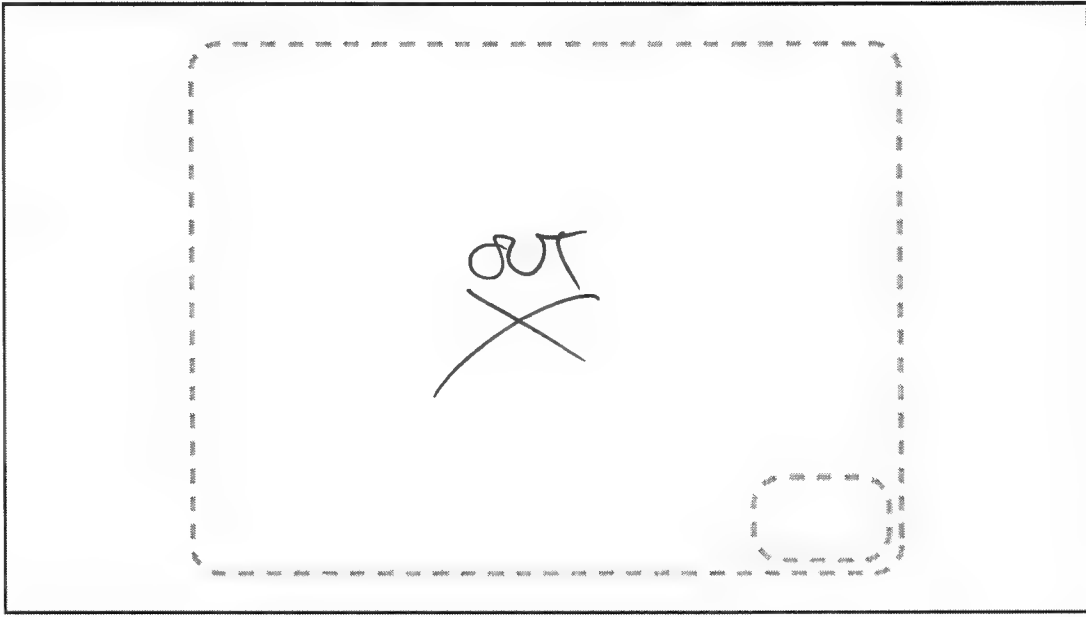
ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



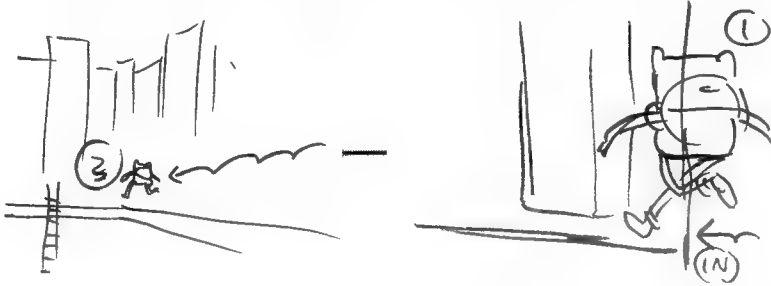
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



EPISODE #

Production :

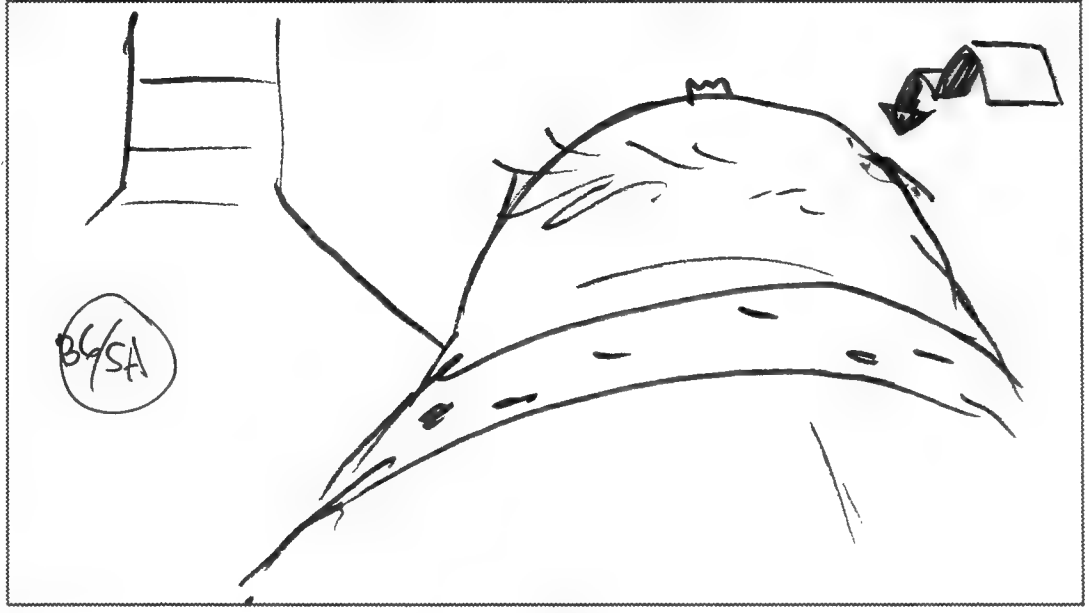
1025-193



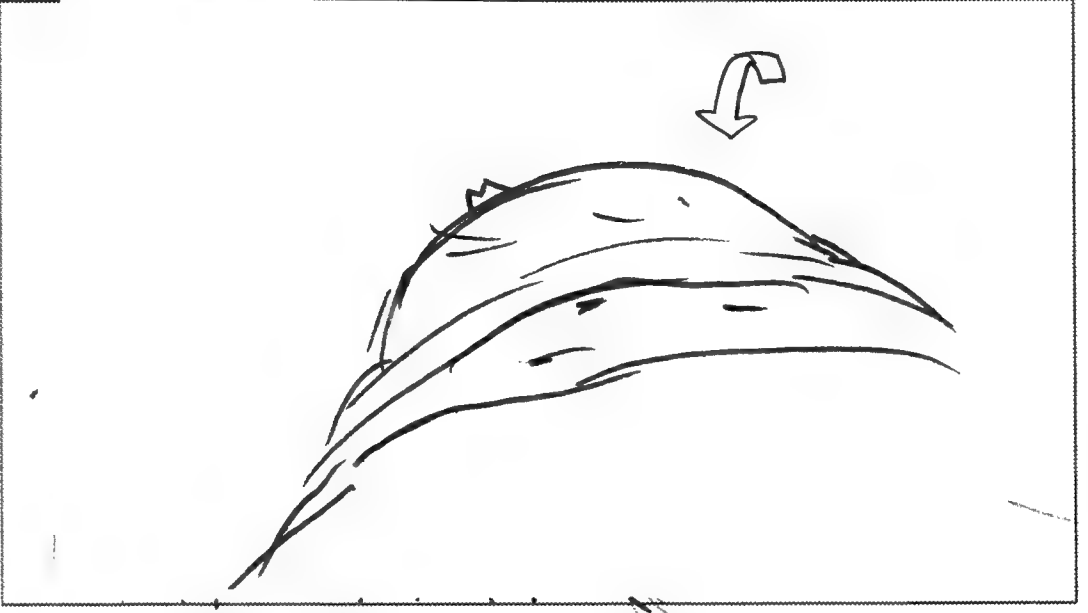
ADVENTURE TIME



Sc. 178 Pnl. B Bg. day night



Sc. 178 Pnl. C Bg. day night



Dialog:

SFX: BOOM BOOM

(KH) \* Heavy Breathing \*

(KH) \* out of breath \*

Action:

-KING HUGE lumbers heavily/tiredly into shot.

-King-Huge hunches over to catch his breath

Timing:

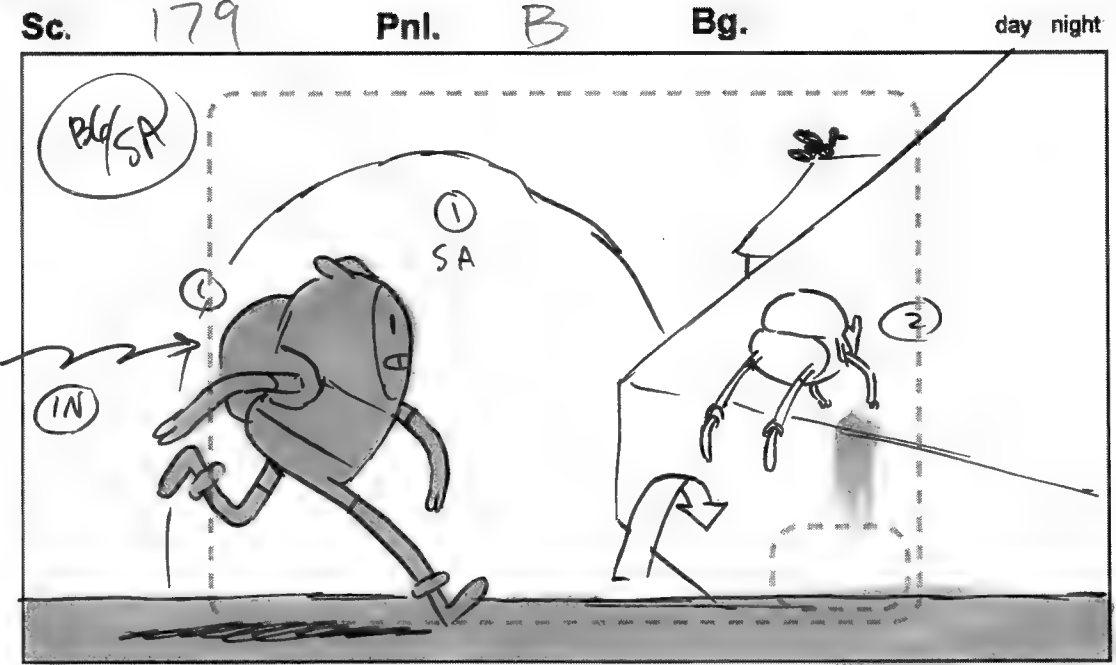
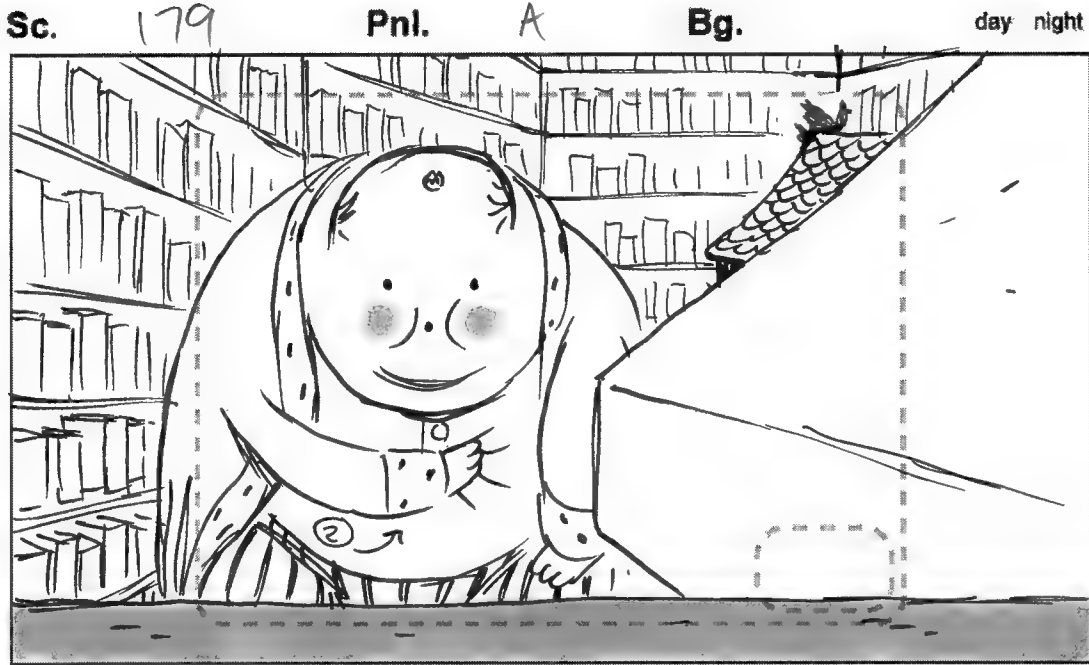
EPISODE #

1025-193

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: (KH) \* Huffing & puffing \*

Action: King looks up when Finn impacts metal hood.



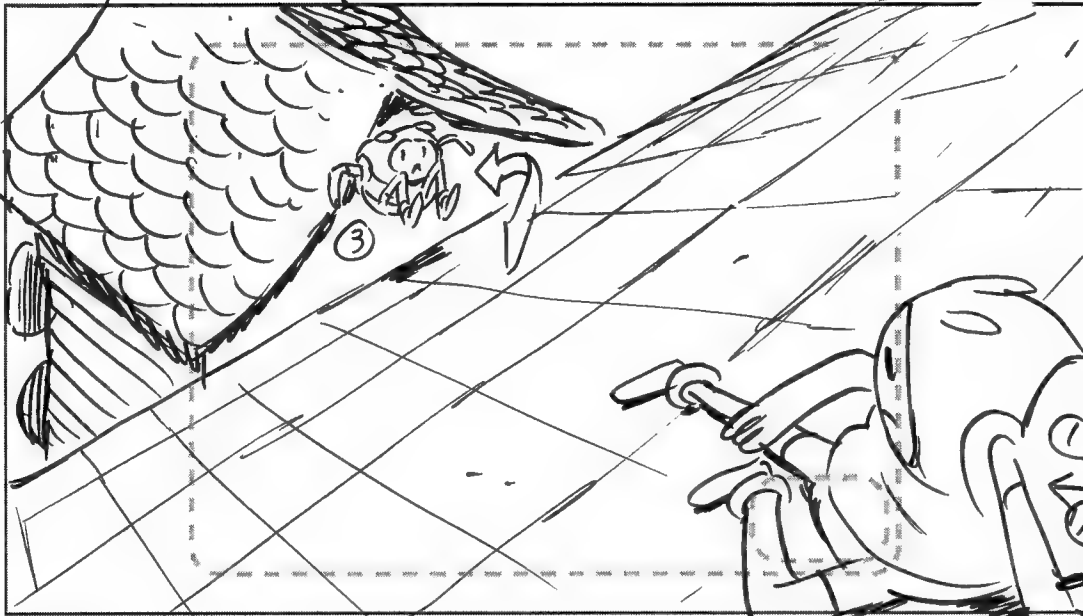
1025-193

EPISODE #

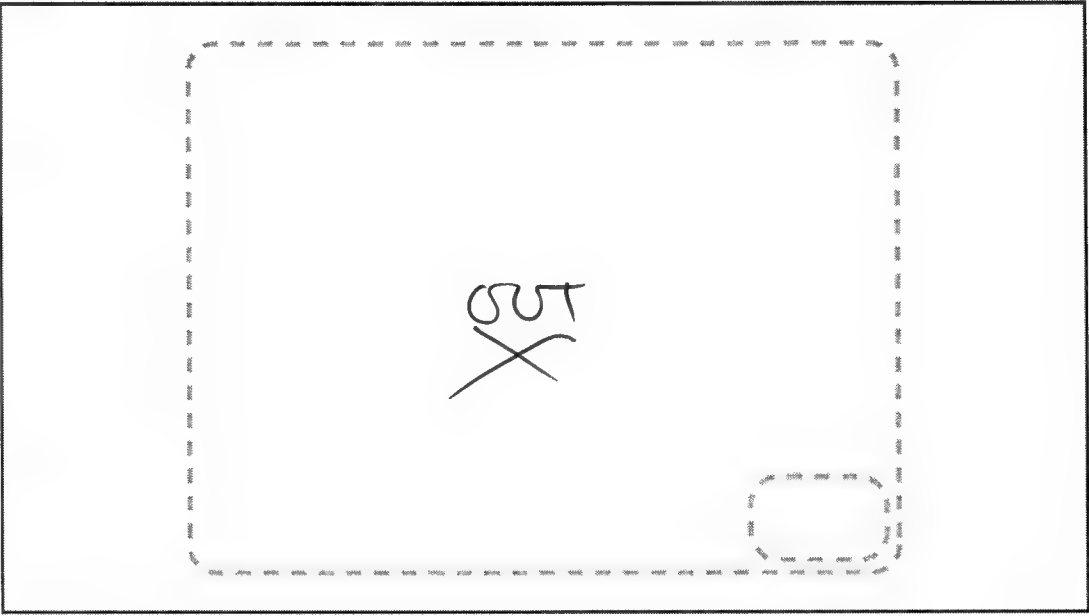
ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



-Finn slides down metal vent hood, then jumps and spins to fall into crevice

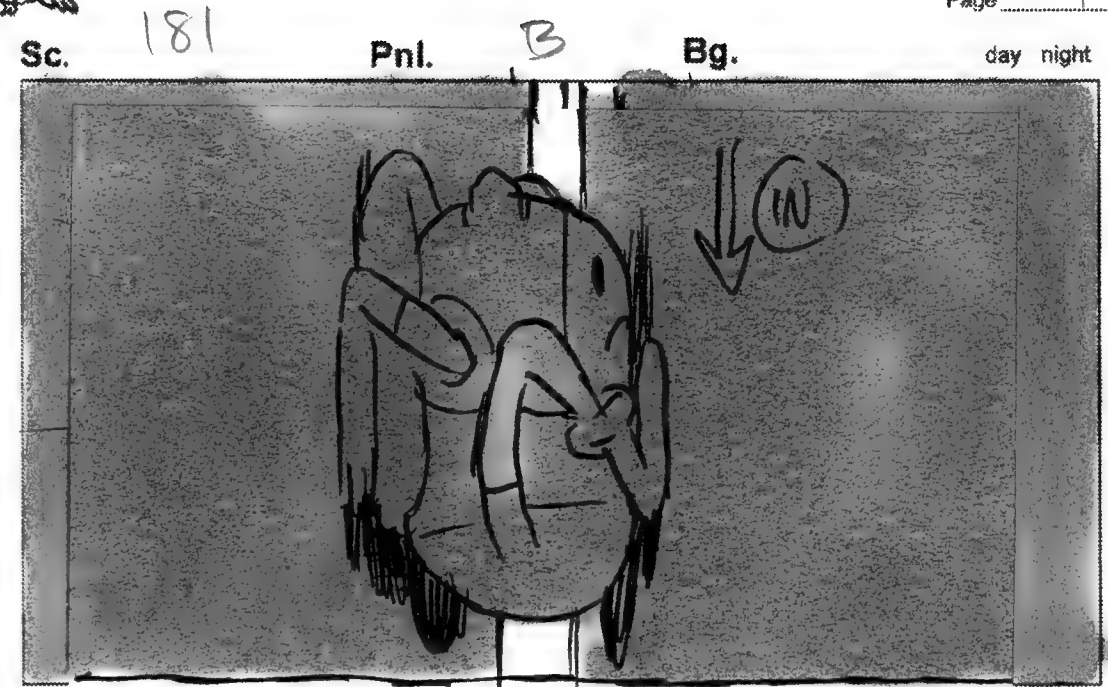
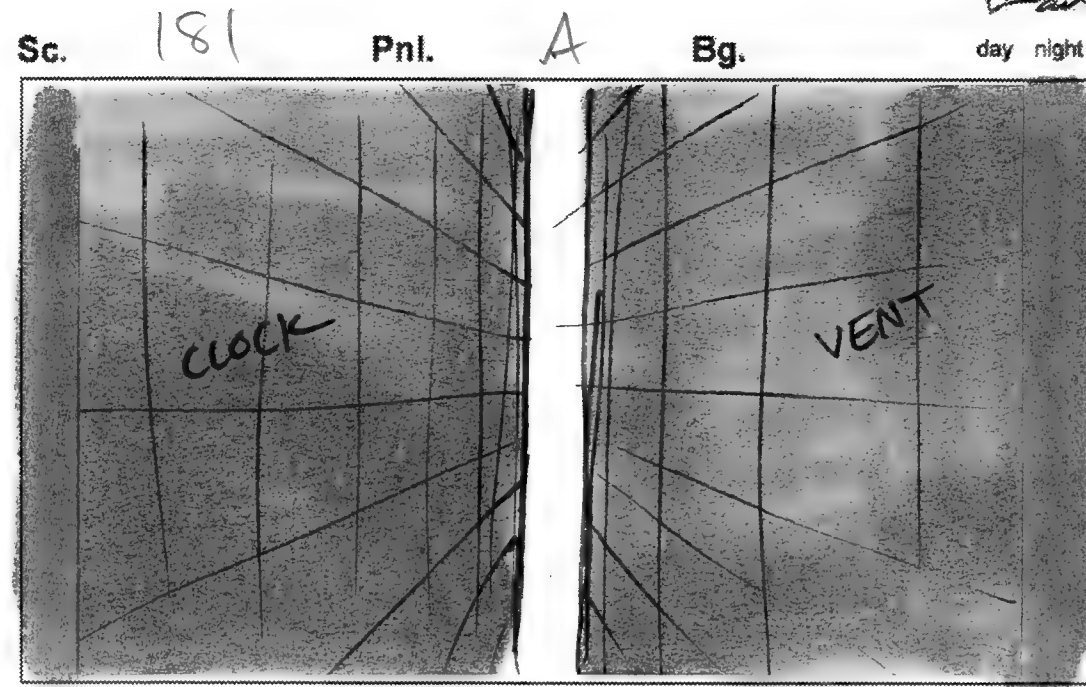
EPISODE #

Production :

# ADVENTURE TIME



Page 214



Dialog:	
Action:	
Timing:	<p>②</p> <p>- Finn slides straight down between the clock and vent hood.</p>

EPISODE #

Production :

1025-193

© 2009 The Walt Disney Company. All Rights Reserved. This material is the property of The Disney Company. No part of this material may be reproduced without the prior written permission of The Disney Company.

ADVENTURE TIME



Sc. 181 Pnl. C Bg. day night

Sc. 181 Pnl. D Bg. day night

Dialog: (F:) RRARRRR ...

Action: - Finn struggles to separate clock from vent hood.

Timing:

EPISODE # 1025-193

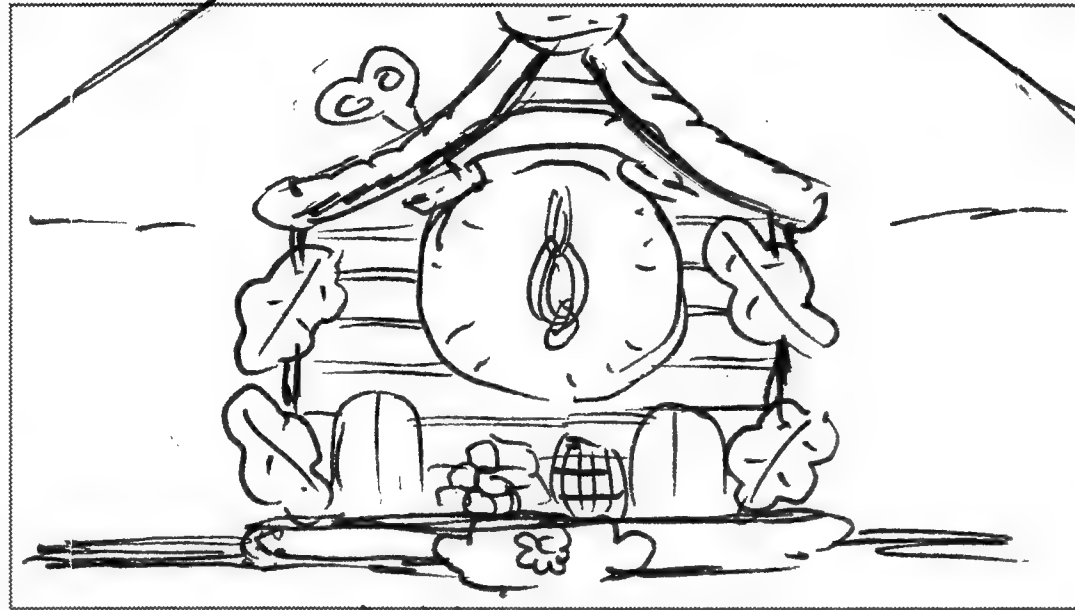
Production :

# ADVENTURE TIME

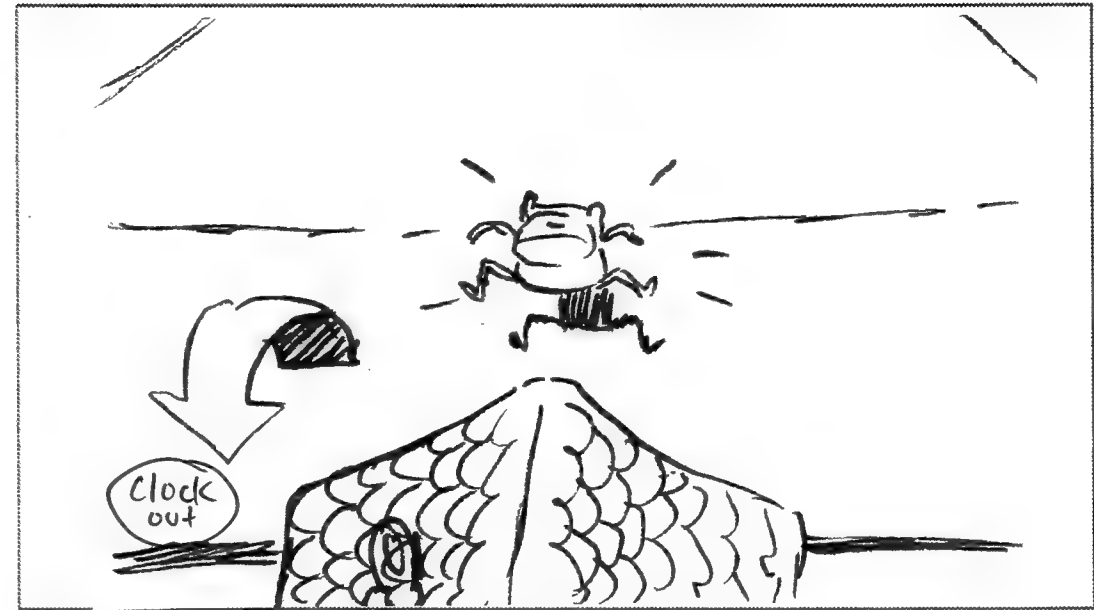


Page 216

Sc. 182 Pnl. A Bg. day night



Sc. 182 Pnl. B Bg. day night



Dialog:

SE: POP

Action:

- clock pops off of vent hood

Timing:

EPISODE #

1025-193

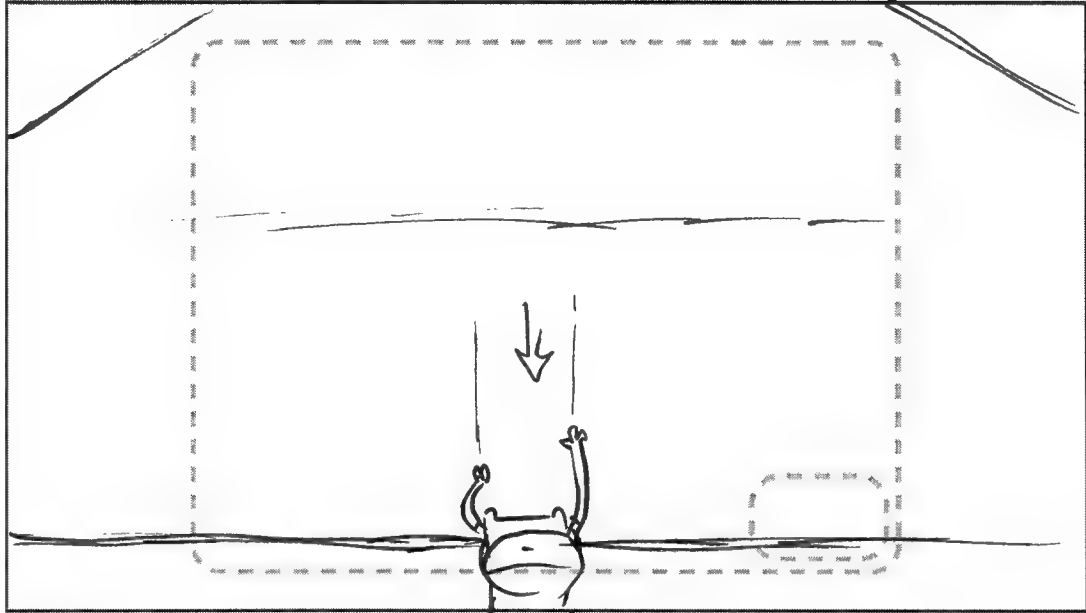
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

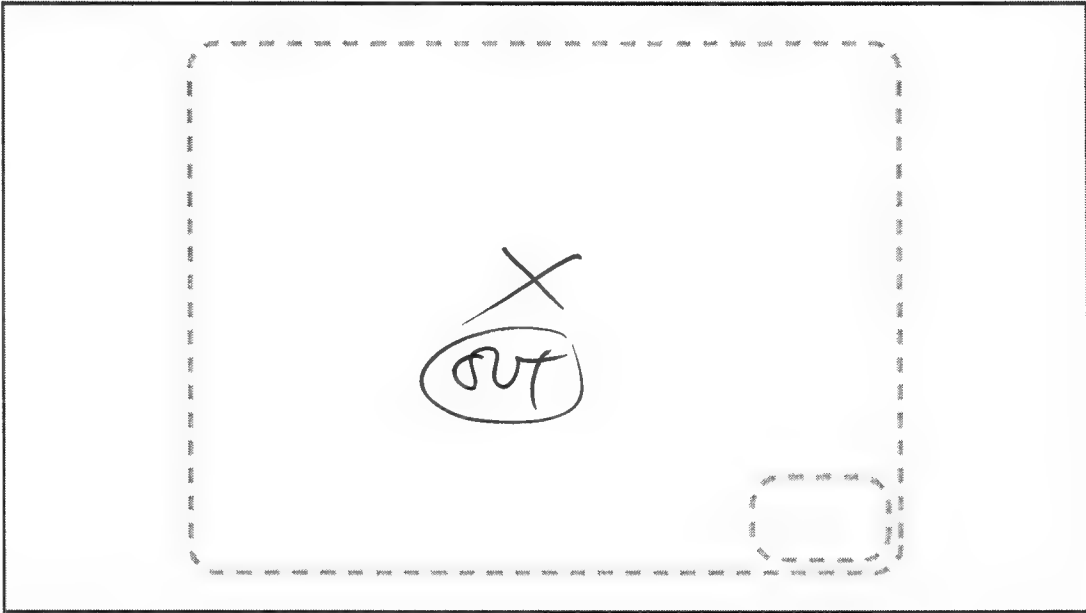
ADVENTURE TIME



Sc. 182 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Sfx: \*SQUEAK\*

Action: - Finn clings to vent hood.

Timing:

EPISODE #

Production :

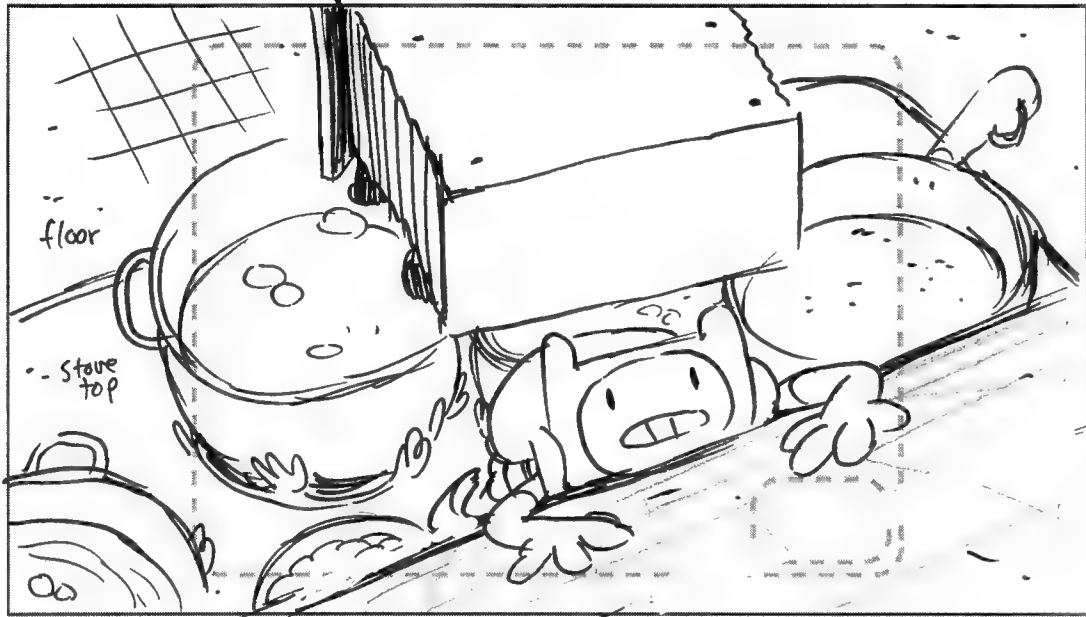
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner, except for production purposes, and may not be sold or transferred.

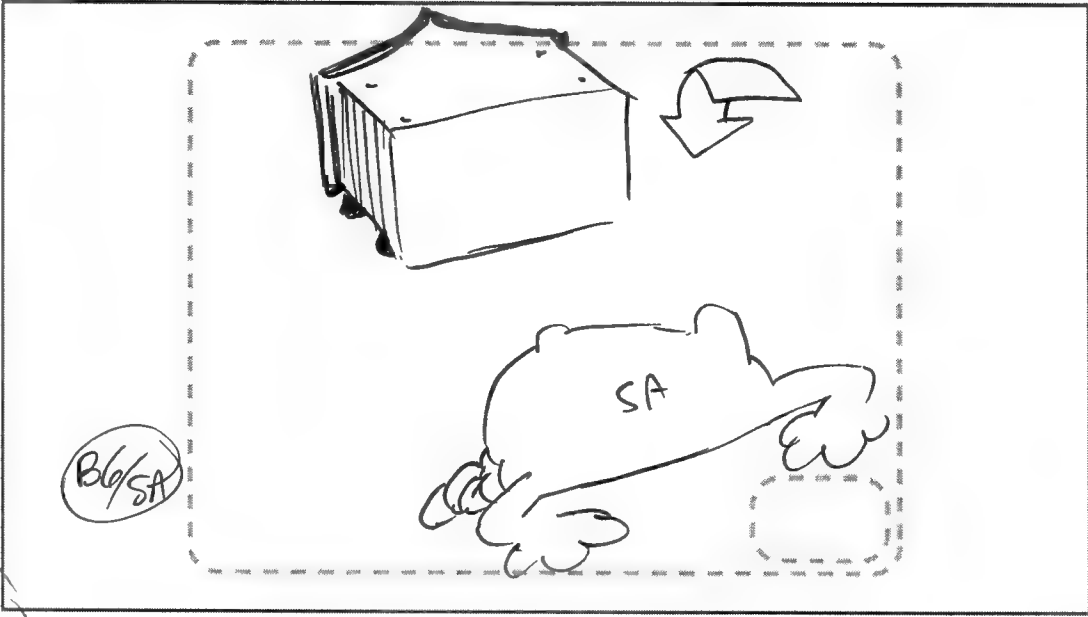
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog:	SLO-MO
Action:	
Timing:	

EPISODE #

Production :



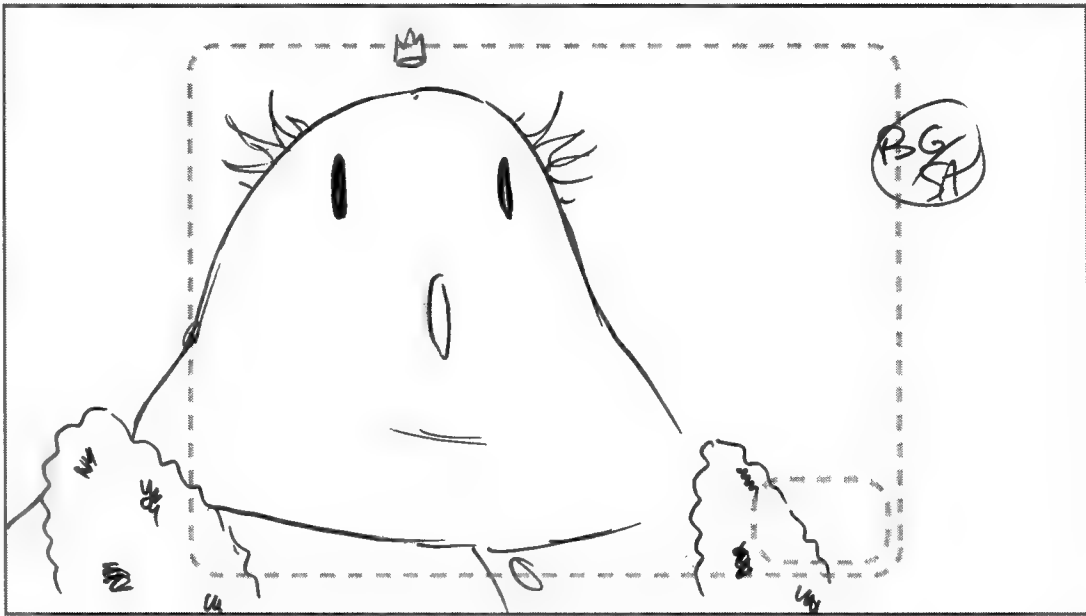
ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night



Sc. 184 Pnl. B Bg. day night



Dialog:	(KH:) NOOOOOOOOO!!! (DIALOGUE Deep + drawn out, but at normal speed)
Action:	- Animation happens slow and drawn out - hair slowly stands up - crown slowly floats up - head slowly stretches up-etc.
Timing:	

EPISODE #

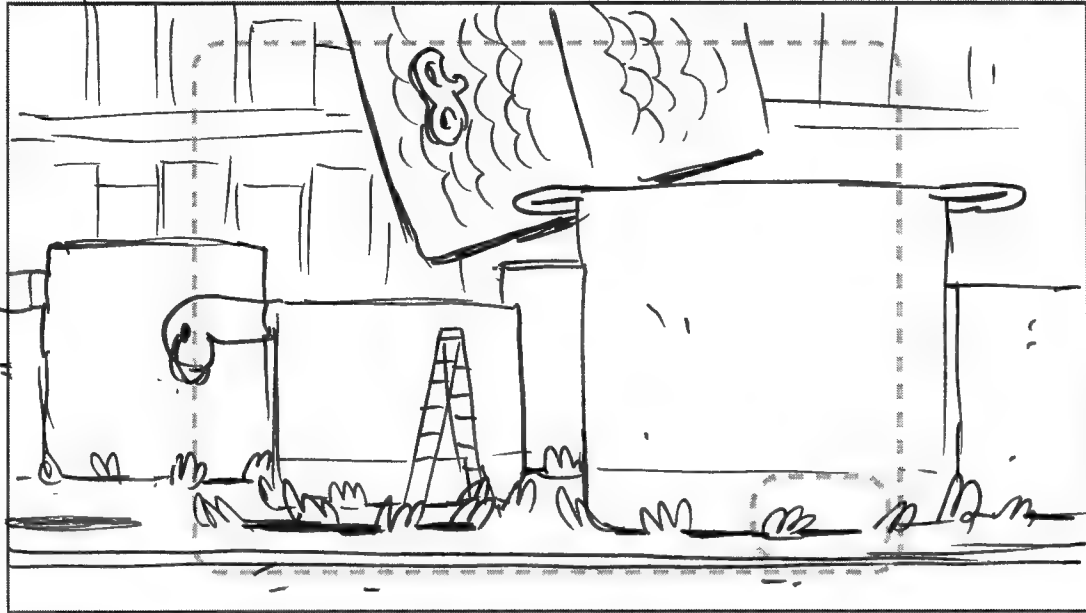
Production :

1025-193

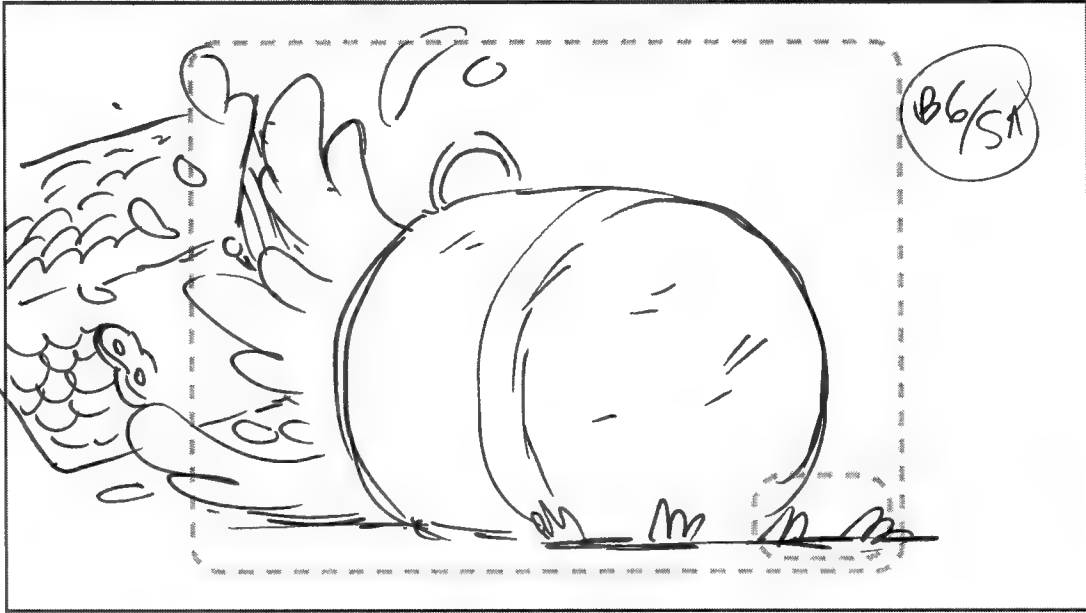
ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 Pnl. B Bg. day night



Dialog:	SLO-MO?
Action:	
Timing:	

EPISODE #

Production :

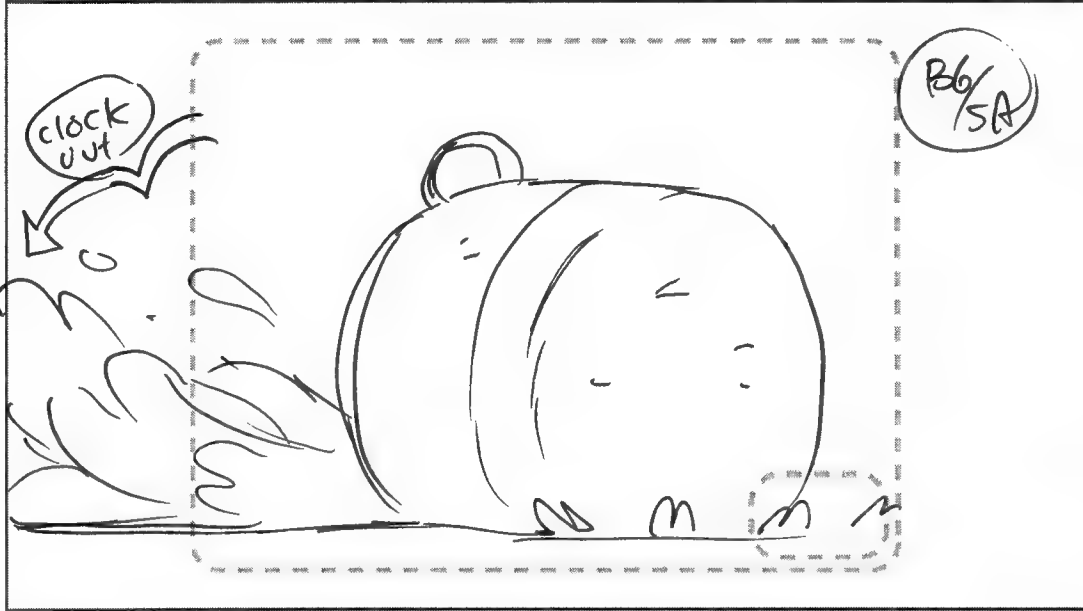
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

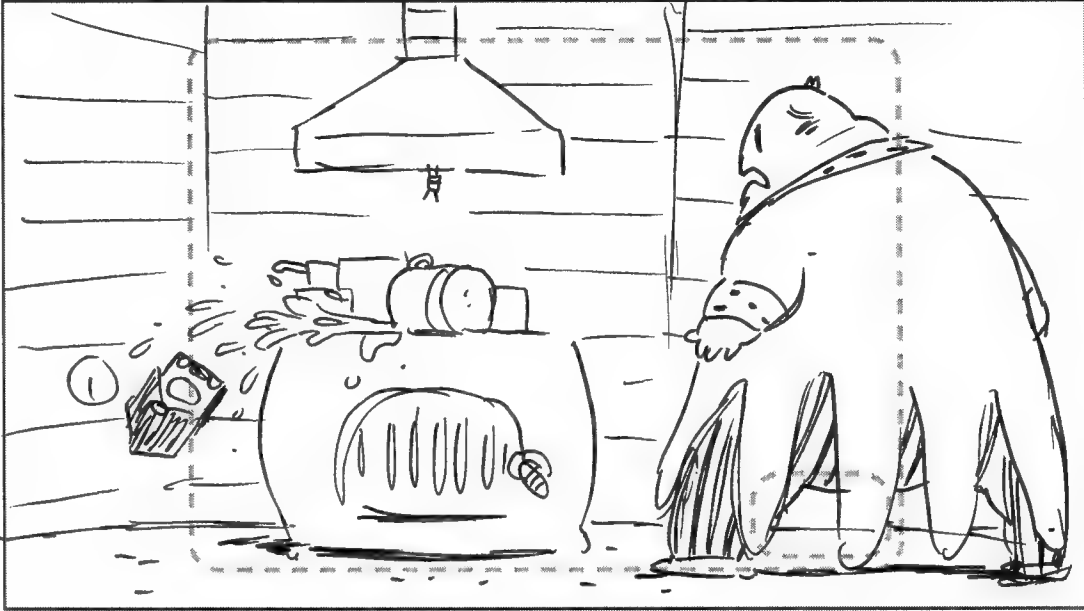
ADVENTURE TIME



Sc. 185 Pnl. C Bg. day night



Sc. 186 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE #

1025-193

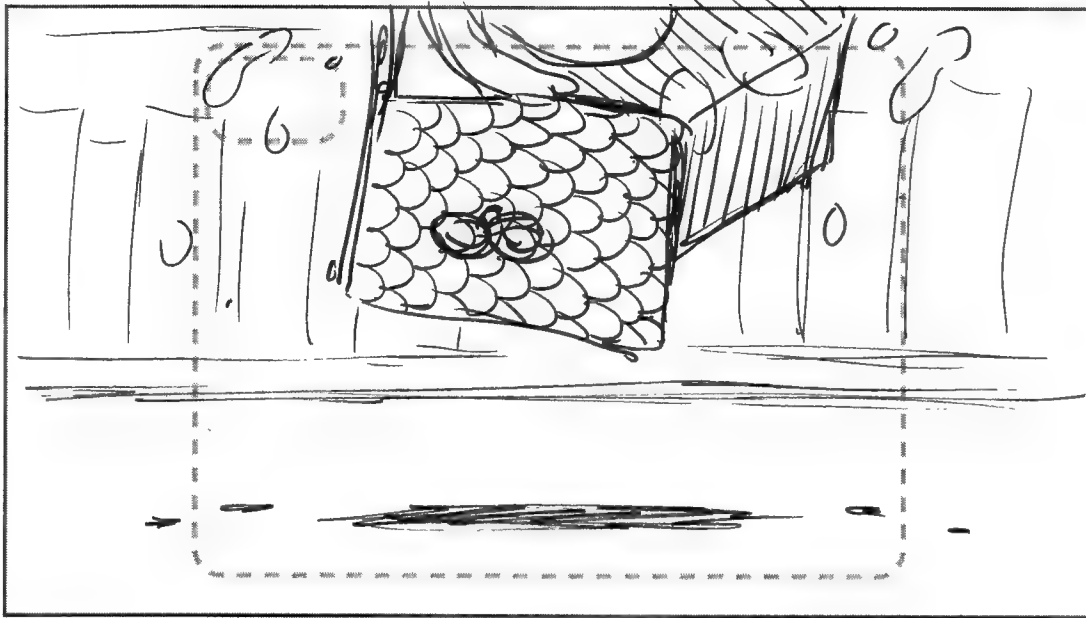
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

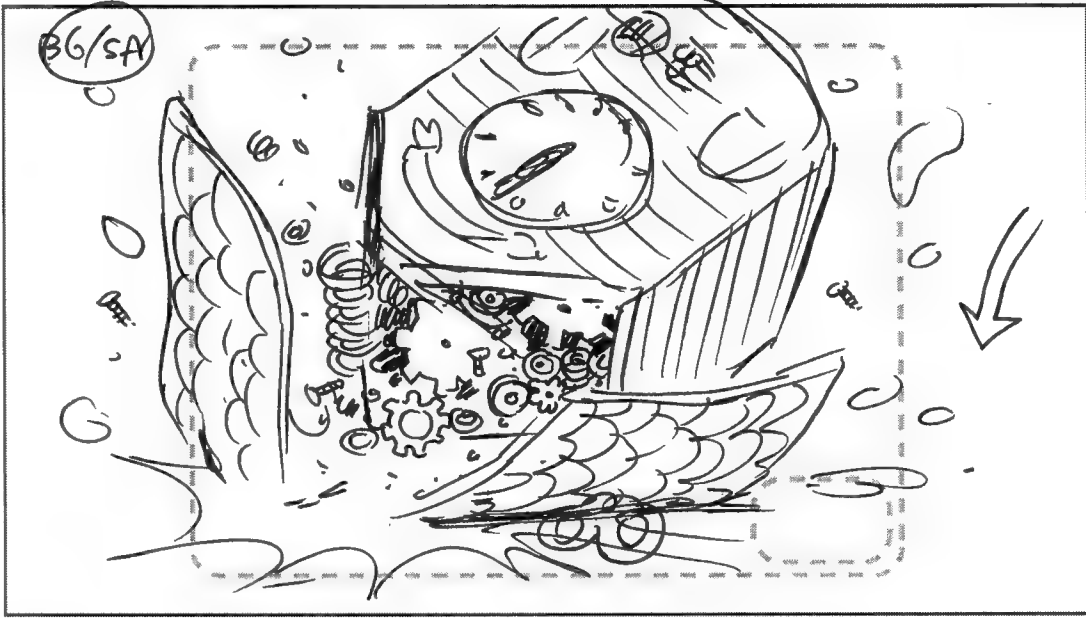
ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night



Sc. 187 Pnl. B Bg. day night



Dialog:	SLO-MO?
Action:	
Timing:	

EPISODE #

Production :

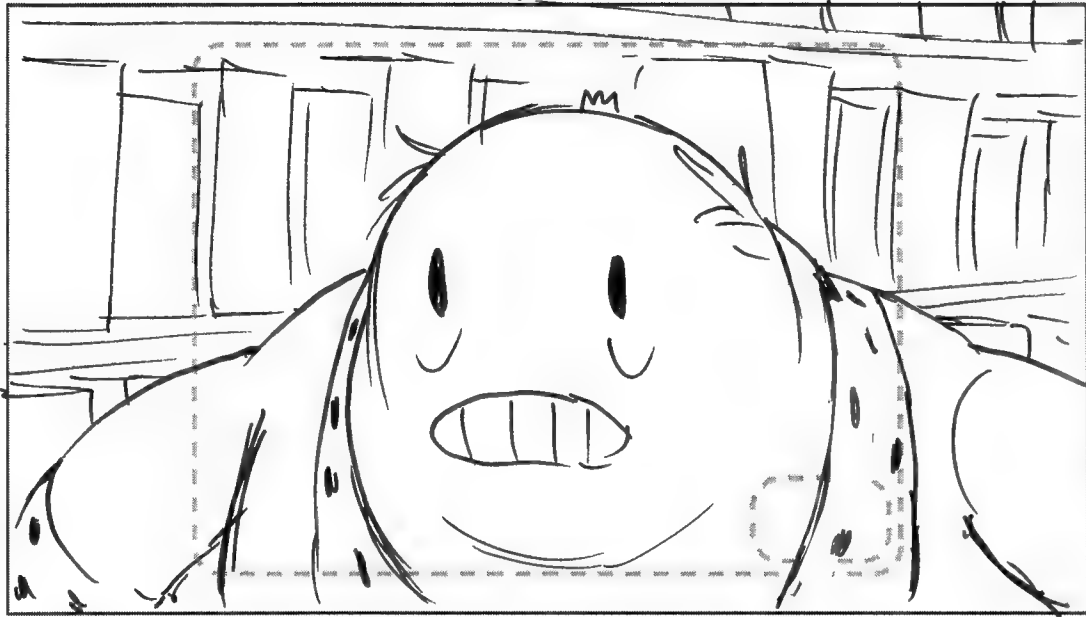
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

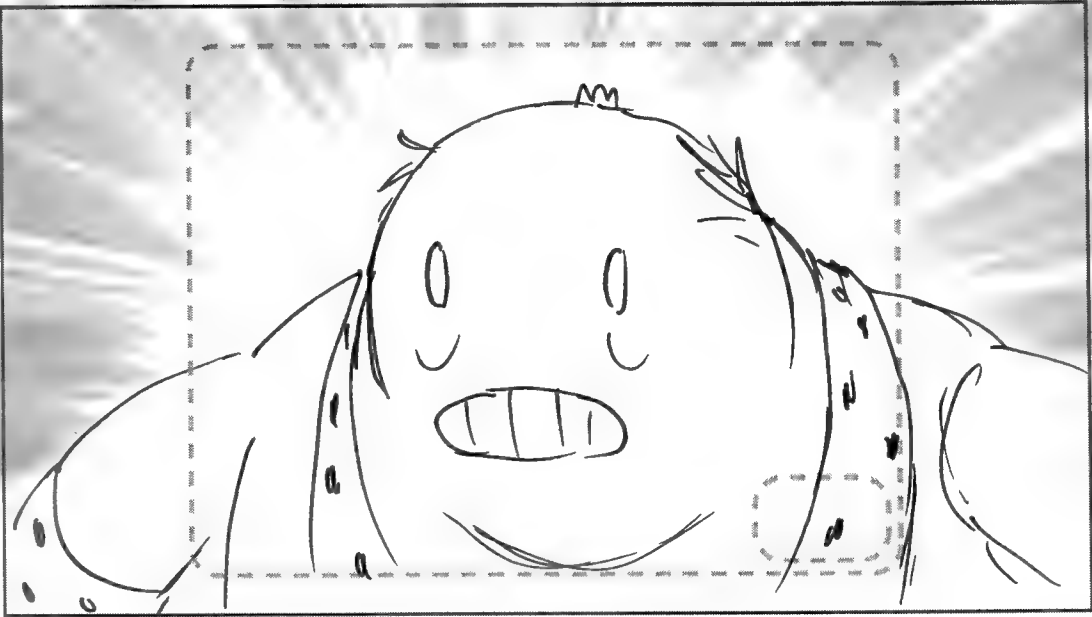
ADVENTURE TIME



Sc. 188 Pnl. A Bg. day night



Sc. 188 Pnl. B Bg. day night



Dialog:	
Action:	- EYES FADE TO WHITE - BG DISSOLVES TO RED/ANGER COLOR CARD
Timing:	

Production :

EPISODE #

1025-193

ADVENTURE TIME



Sc. 189 Pnl. A Bg. day night

AFTER HEAT SHIMMER

Pot should have pottery/imperfections to show shimmer better.

Sc. 189 Pnl. B Bg. day night

Dialog:

not slo-mo anymore?

Action: - Water rushes across stove top

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc. 189 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: (SFX:) TSSS! TSSS! (flames extinguished)

Action: - water extinguishes flames.  
- SFX heat shimmer dissipates

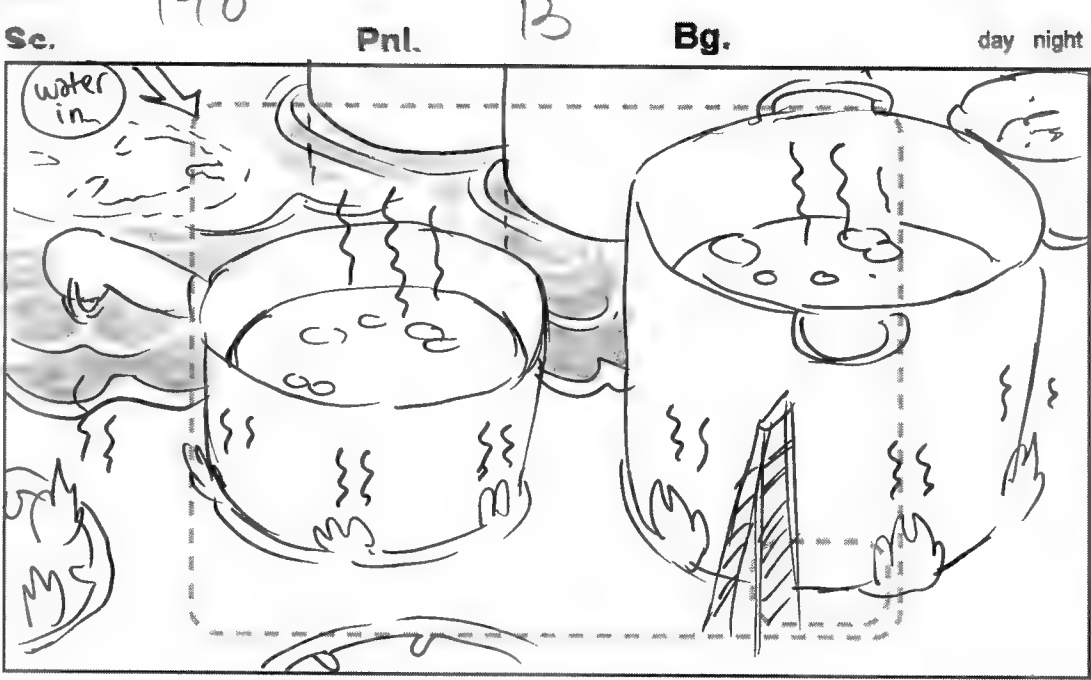
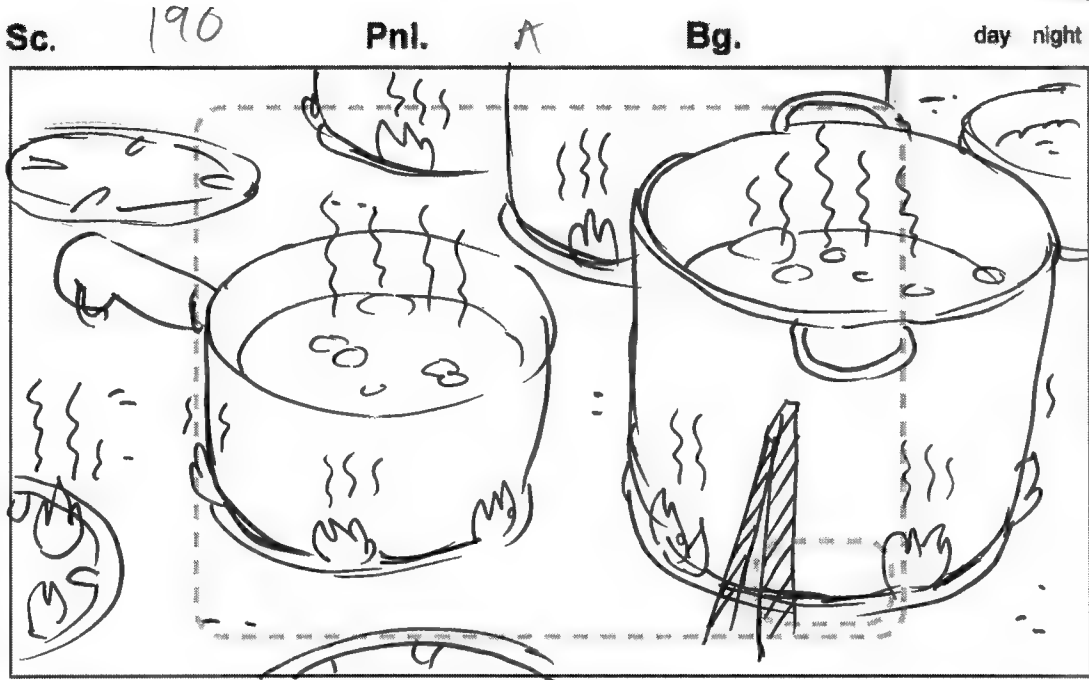
Timing:

EPISODE #

1025-193

Production :

ADVENTURE TIME



Dialog:

SFX: TSS! TSS! TSS!

Action:

- water rushes across stove top, extinguishing flames.

Timing:

EPISODE #

Production :

1025-193



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 190

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog: (SFX) TSS! TSS! TSS! TSS!

Action:

Timing:

① + ↘  
ladder  
slides  
out

EPISODE #

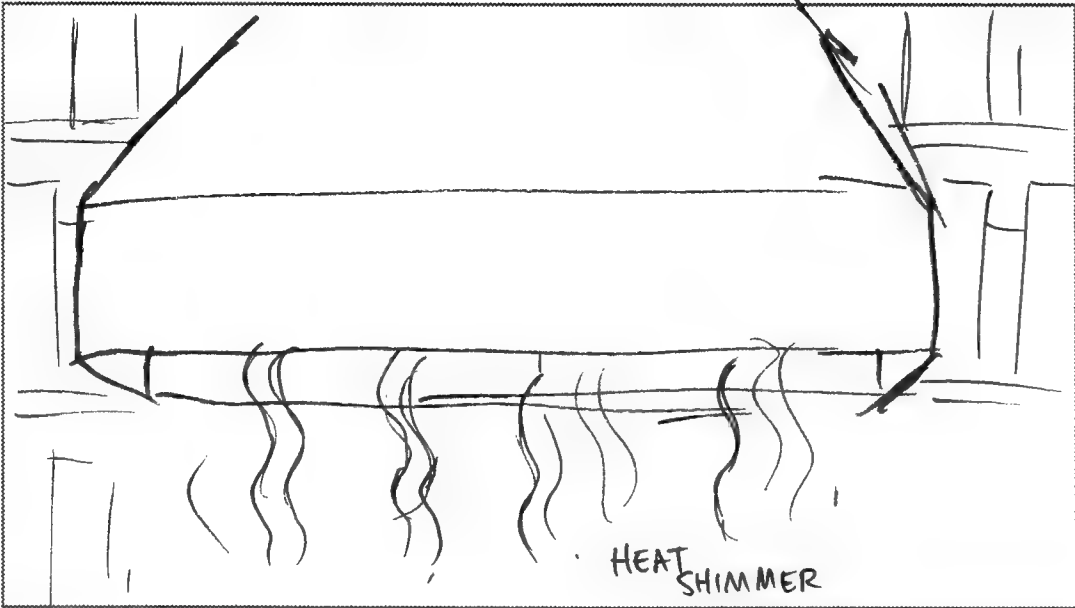
Production :

1025-193

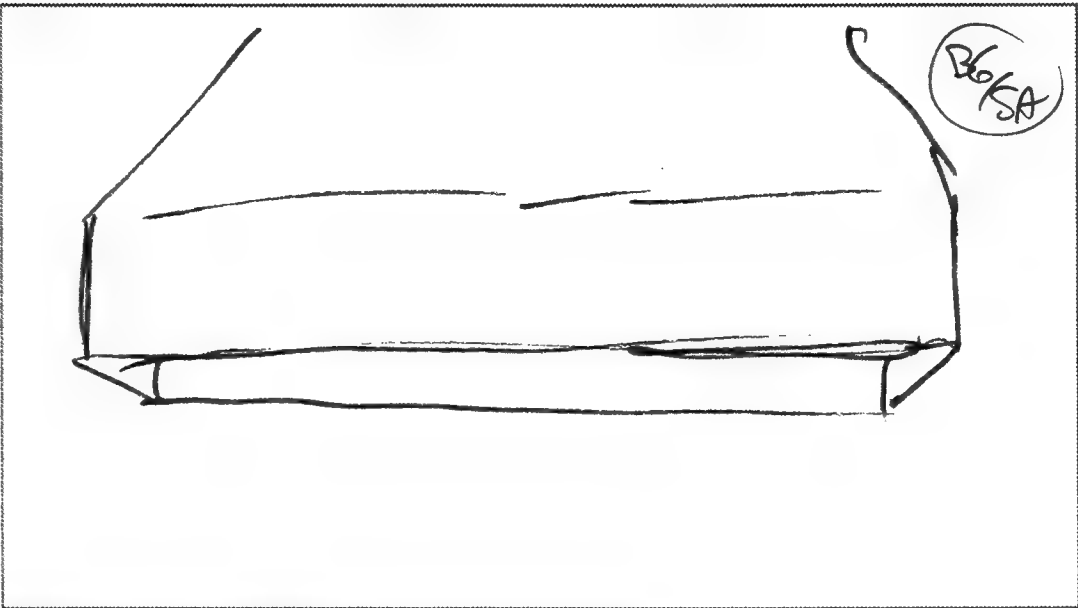
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. 191 Pnl. B Bg. day night

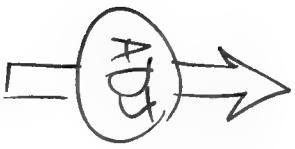
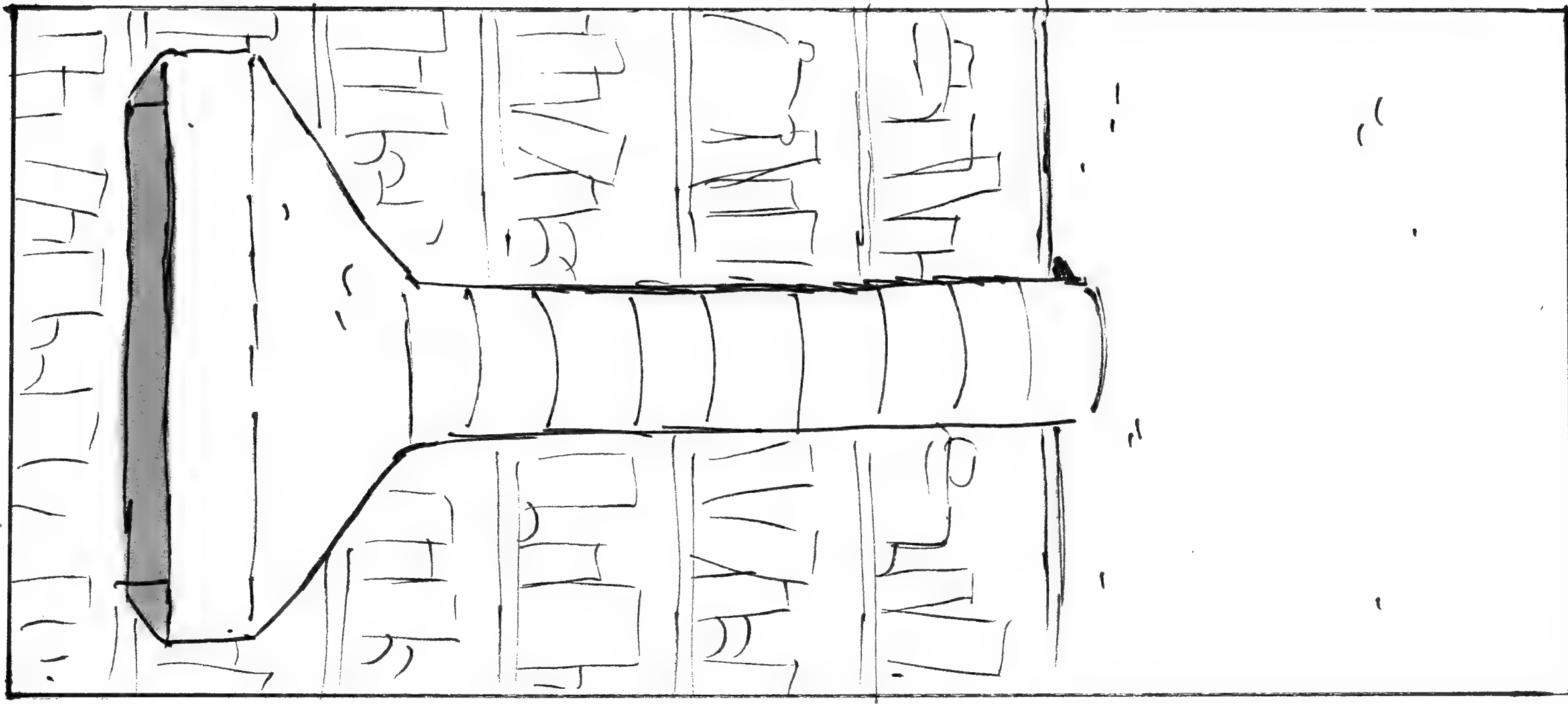


Dialog:
Action: - SFX heat shimmer dissipates.
Timing:

EPISODE #

Production :

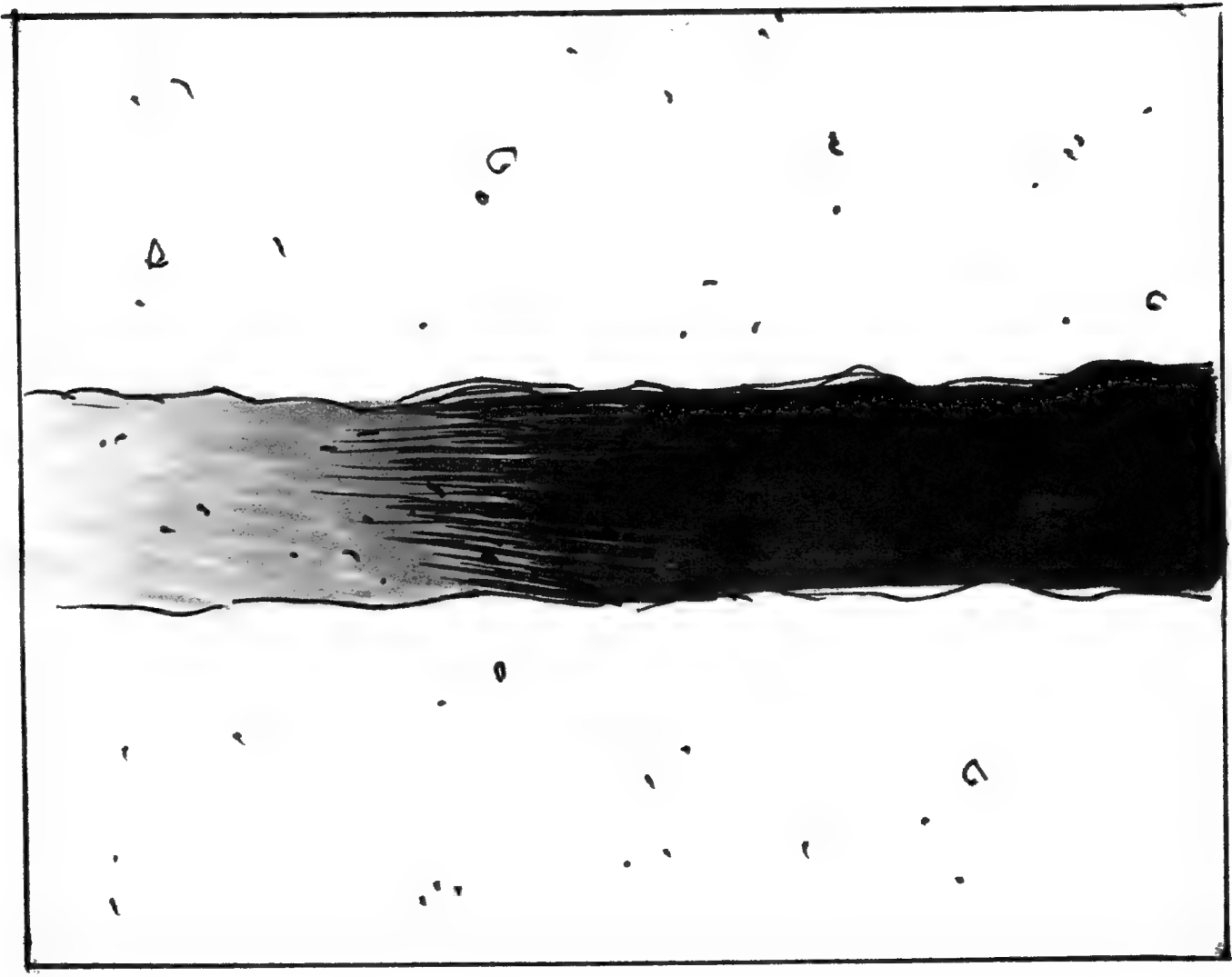
1025-193



Sc. 191 Pnl. C

1025-193

Sc. 192 Pnl. A

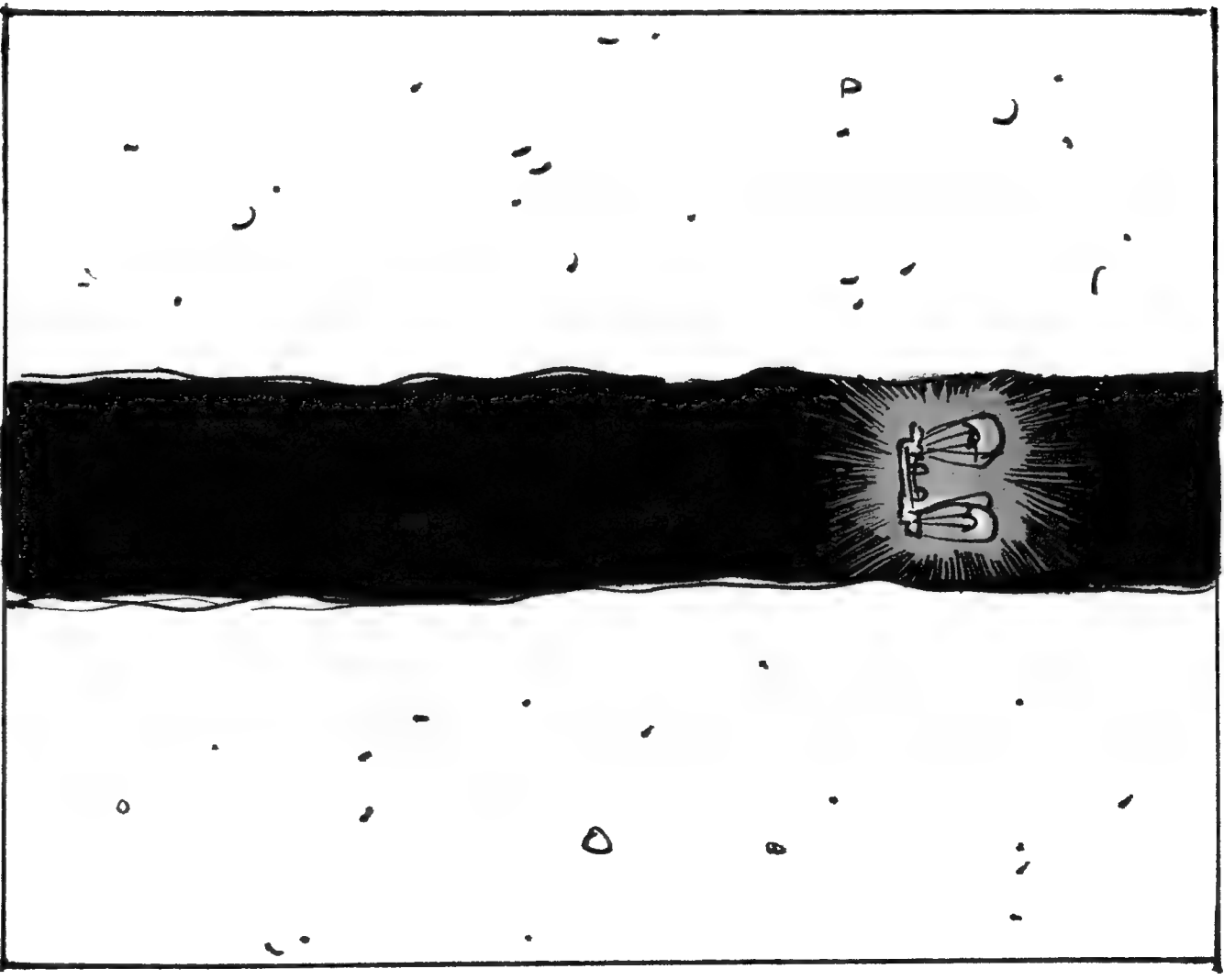
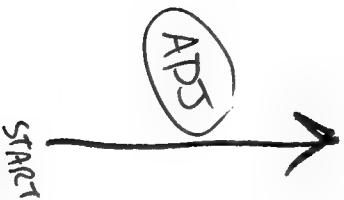


X  
DISSOLVE  
into this by.  
Camera accelerates towards top.

Sc. 193

Pnl. B

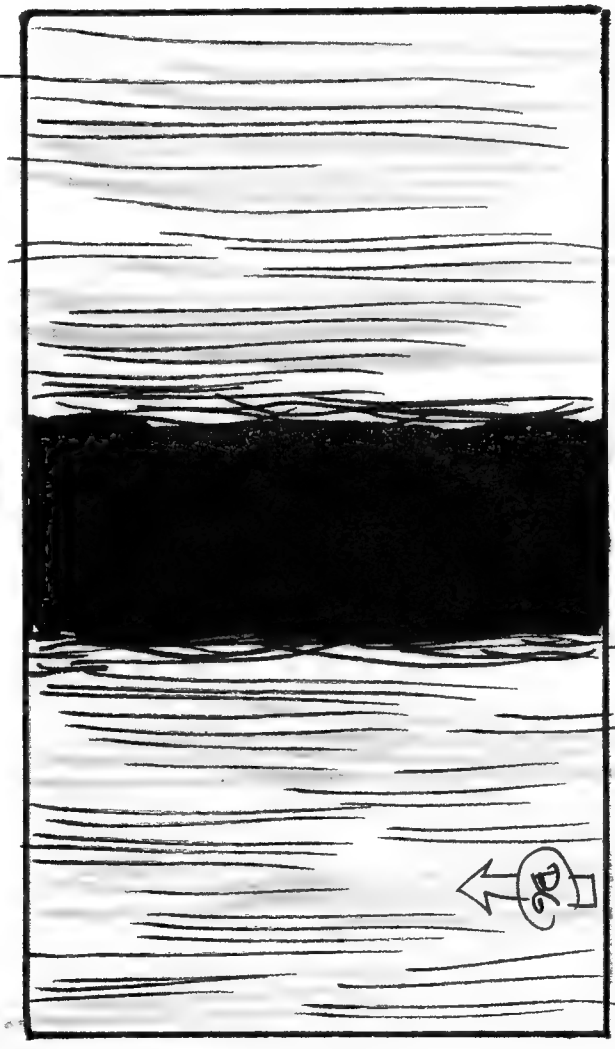
Decelerate  
towards  
top



Dialogue: (J:) Beatboxing  
(barely audible) (SEVEN) (freestyle)  
Capital time /  
forgotten like stars /  
and nay-sayers /

Sc. 193

Pnl. A



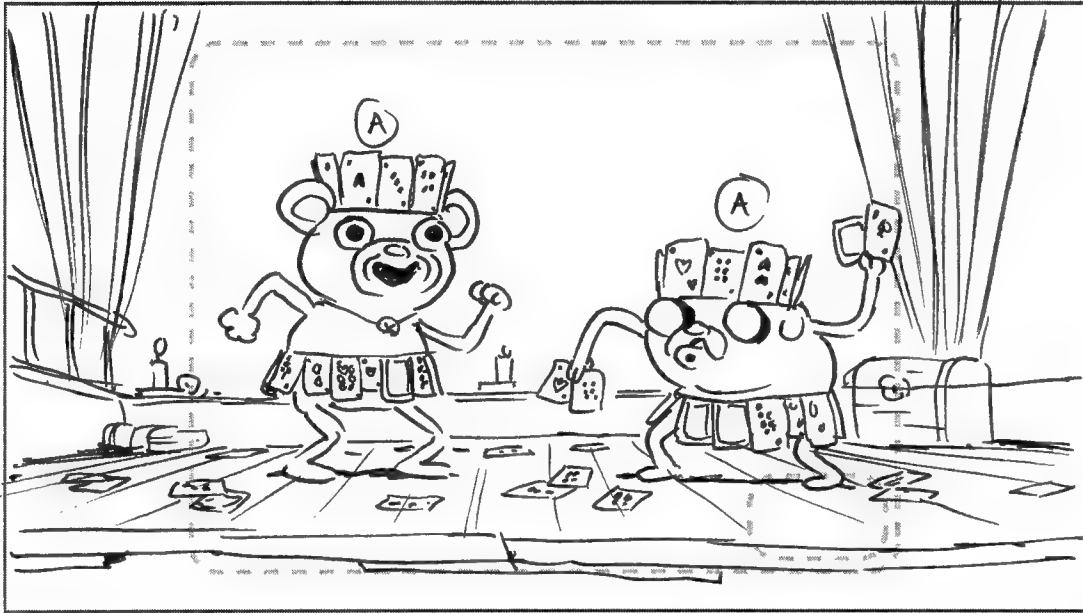
X dissolve into zip pan, then X dissolve into  
Sc. 193, Slowing to a stop.

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night



crazy interest  
accumulate  
figures  
bigger interest

capital time  
forgotten like  
stars  
and naysayers

cards and barbs  
warm scarves  
livin' large  
like walnuts  
and tunnels

cats get funneled  
to the hothouse

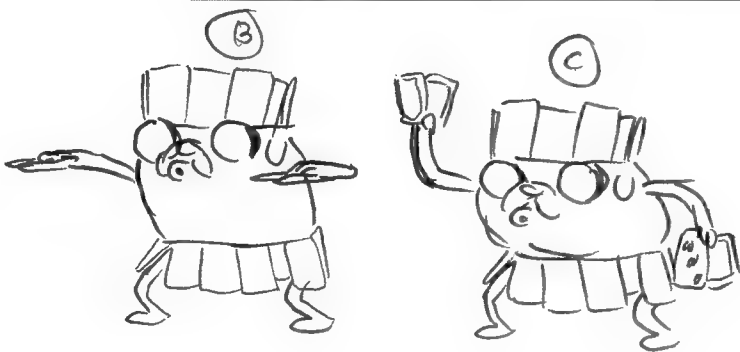
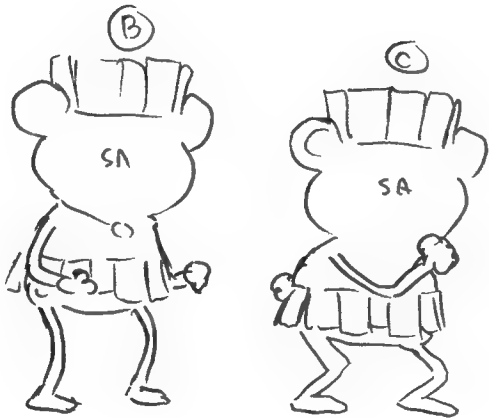
take your blouse off  
ALT: take your socks off

freestyle  
lyrics w/  
extra verse  
(I'll make  
a demo  
-Tom)

Dialog:

Action:

Timing:



JAKE: \*BEAT BOXING\*

SEVEN (continued freestyle:) cards and barbs/  
warm scarves/

Both cycles:

A B C B A B C B etc.

-continuous movement  
through B poses.

EPISODE #

Production :

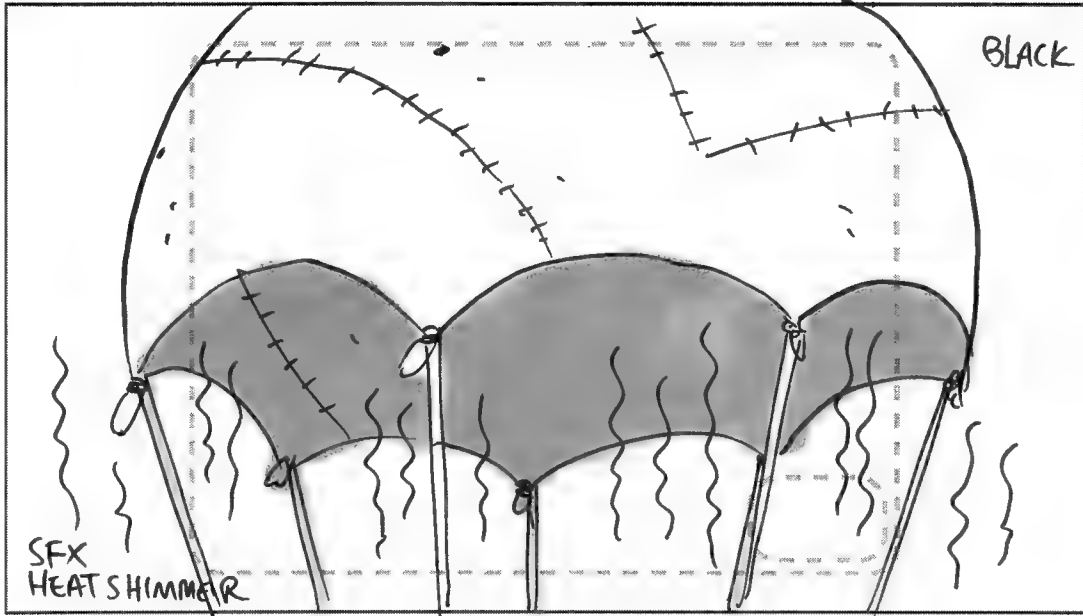
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unauthorized and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

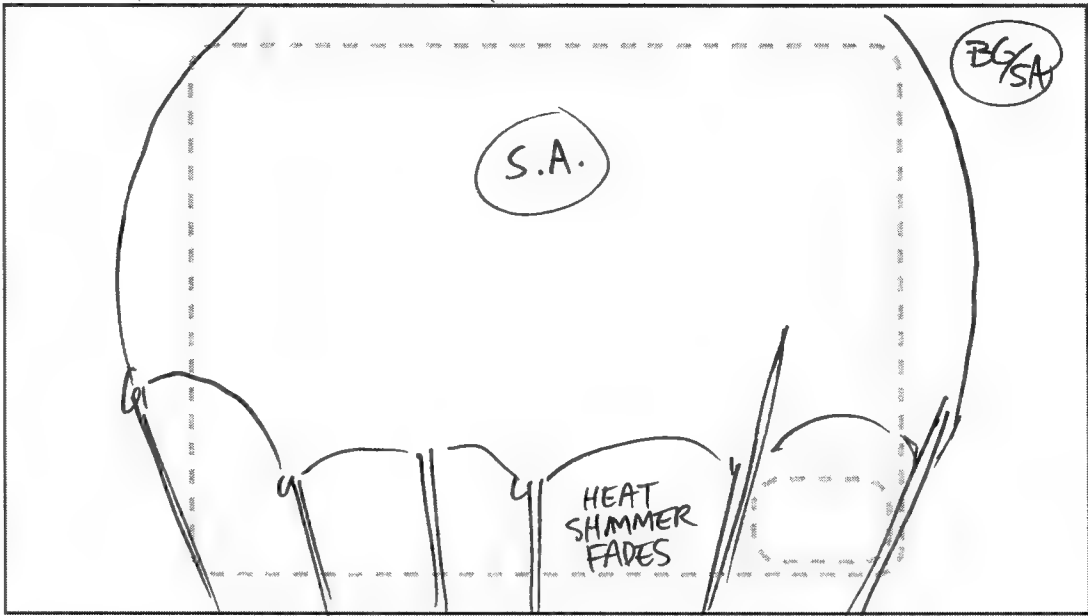
ADVENTURE TIME



Sc. 195 Pnl. A Bg. day night



Sc. 195 Pnl. B Bg. day night



Dialog:	(SEVEN)(OS) Livin' large/ like walnuts/ and tunnels/	(SEVEN)(US)(CONT.) → cats get funneled/
Action:	- SFX heat shimmer dissipates, causing parachute to start sinking like a hot-air balloon.	
Timing:		

EPISODE #

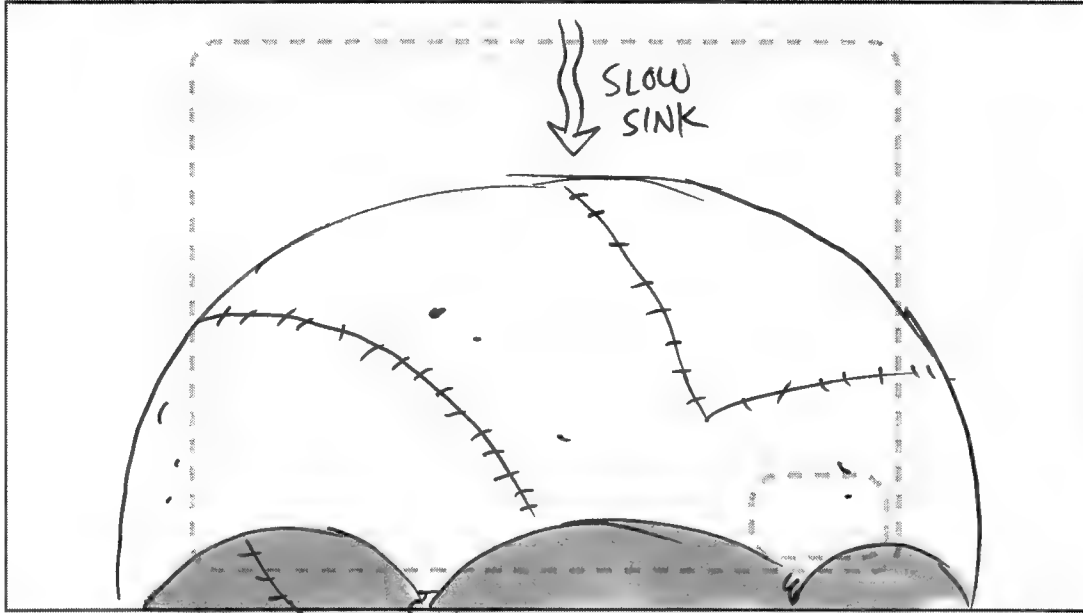
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

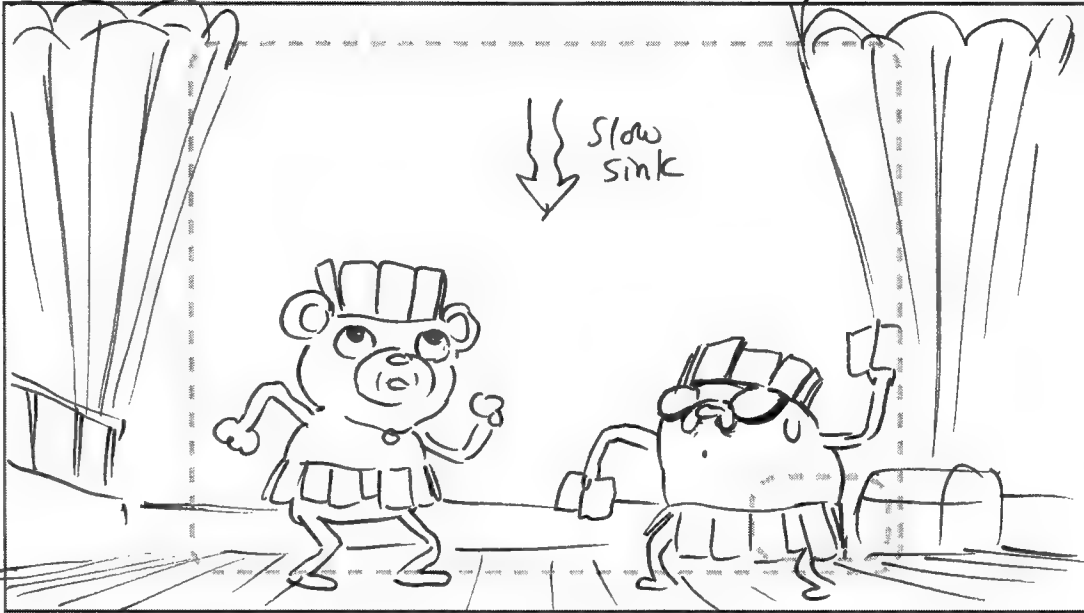
ADVENTURE TIME




Sc. 195 Pnl. C Bg. day night



Sc. 196 Pnl. A Bg. day night



Dialog:	(SEVEN) (OS) (cont.) → to the hothouse /	(SEVEN): take ... your... (notices sinking)
Action:		
Timing:		

EPISODE #

Production :

1025-193



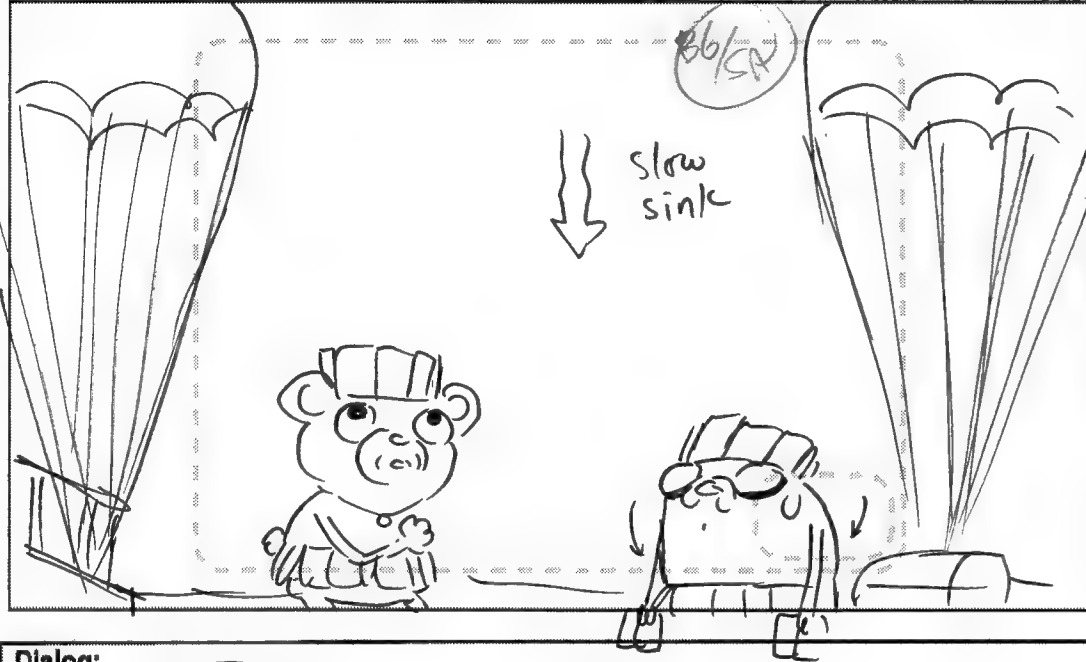
© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or retransmitted.

# ADVENTURE TIME

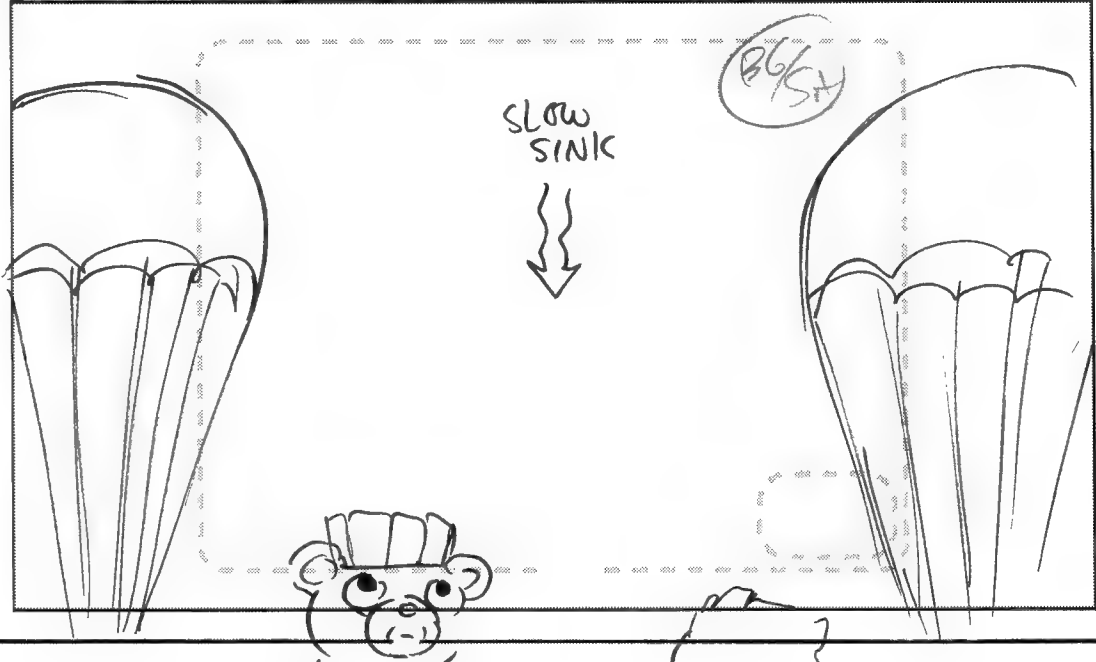


Page 235

Sc. 196 Pnl. B Bg. day night



Sc. 196 Pnl. C Bg. day night



Dialog:

SEVEN → ...house off...  
ALT: ...socks off...

Action:

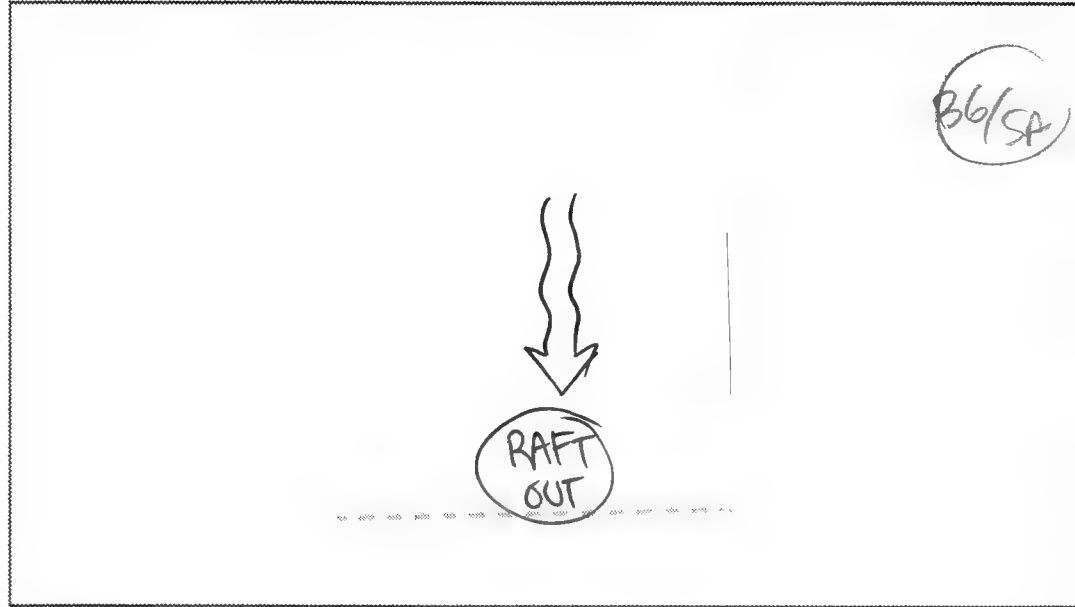
Timing:

EPISODE #

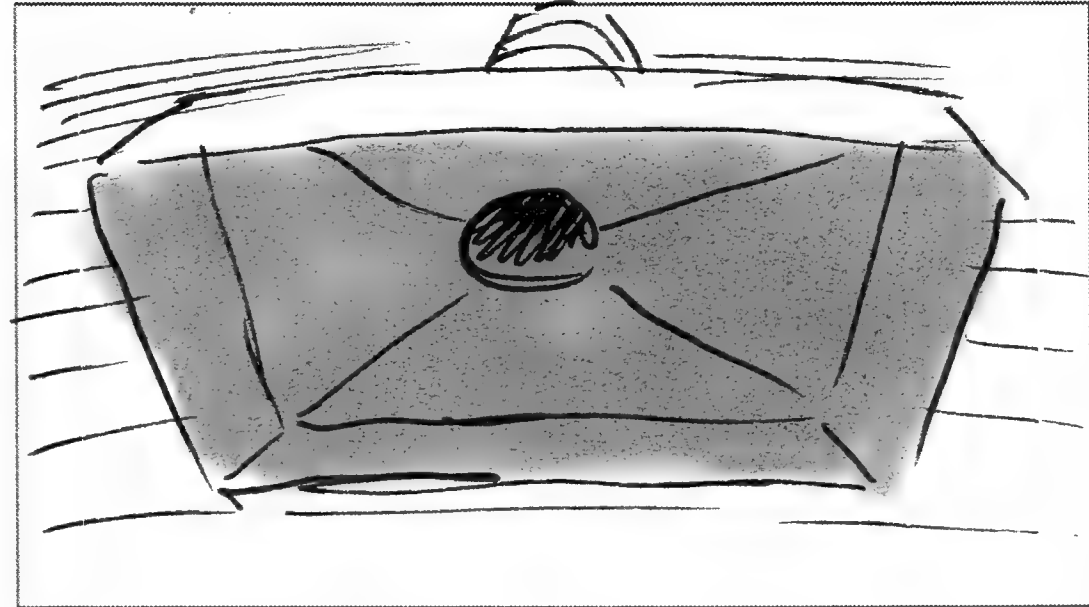
Production :

1025-193

day night



day night



(rising from inaudible to loud)

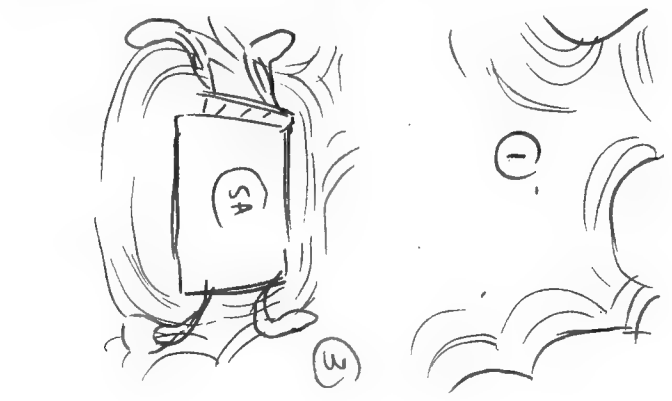
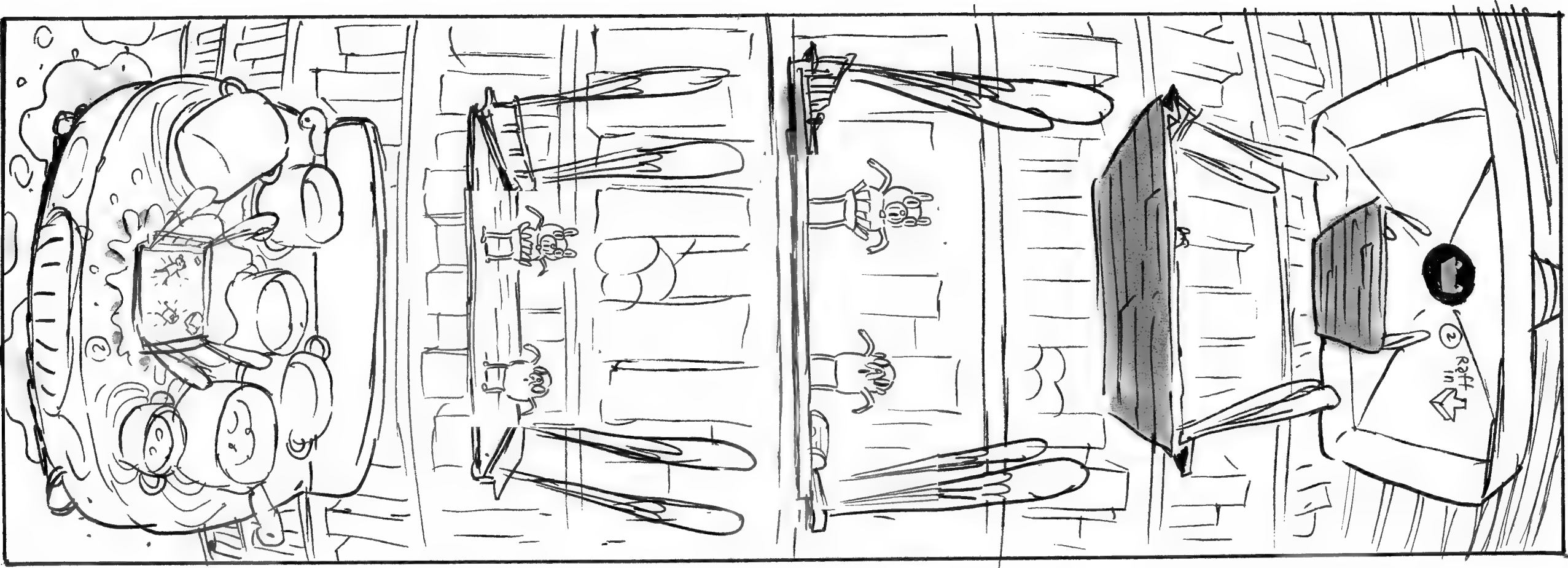
7: yyy y A A A A A A

J:

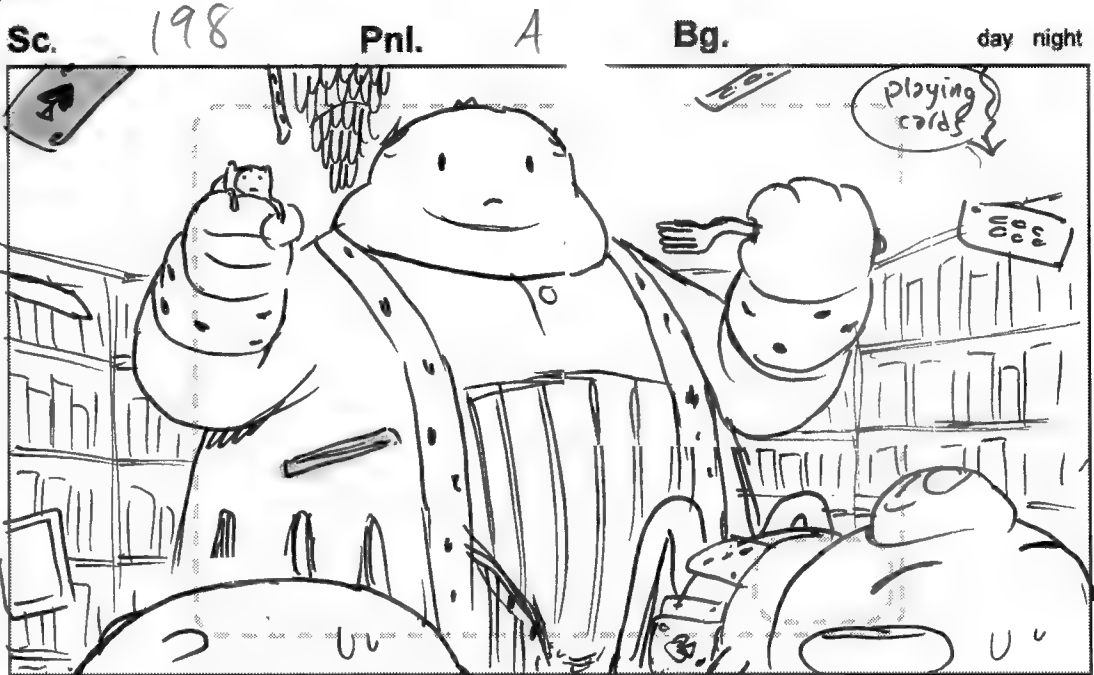
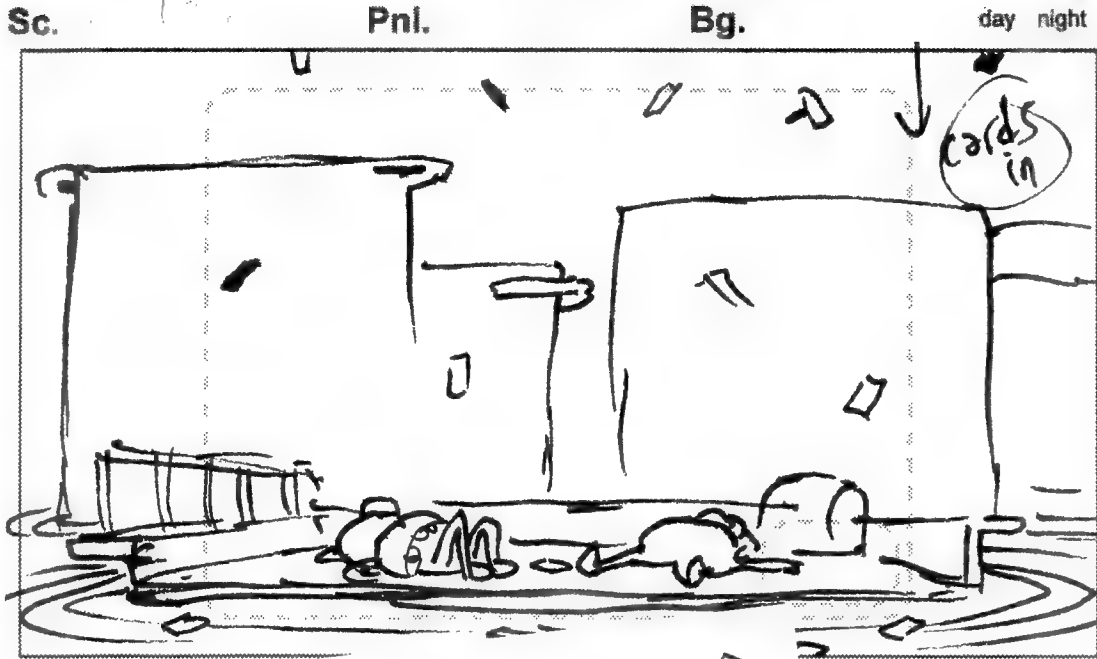
**Timing:**

## Production :

1025-193



# ADVENTURE TIME



Dialog:

Action:

Timing:

DON'T THINK  
WE NEED THIS  
SHOT ANYMORE,  
BUT HERE IT IS  
JUST IN CASE

- playing cards flutter down

EPISODE #

Production :

1025-193

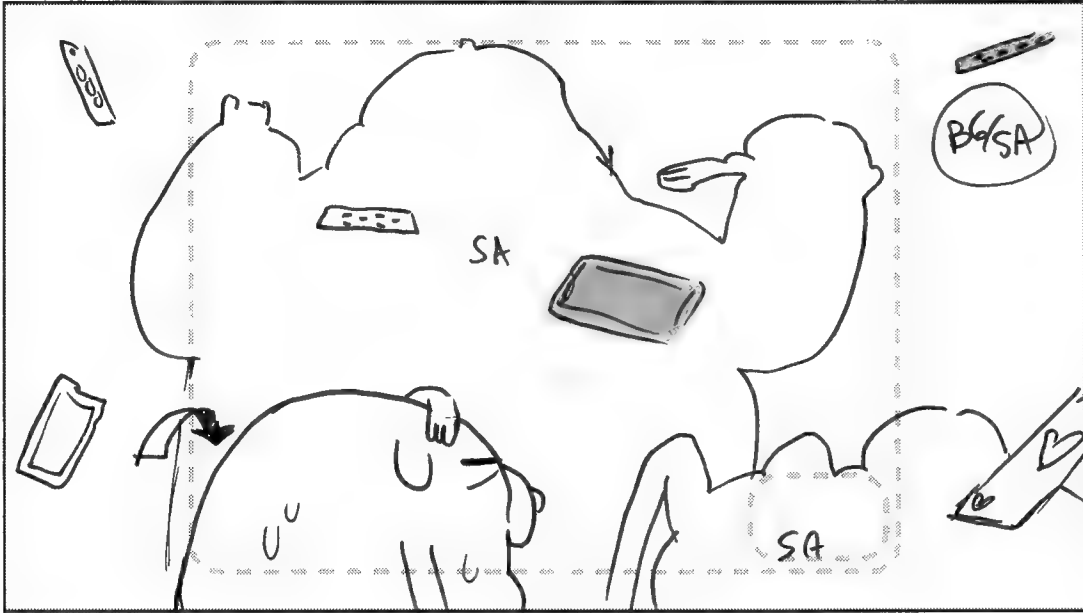
© 2013 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

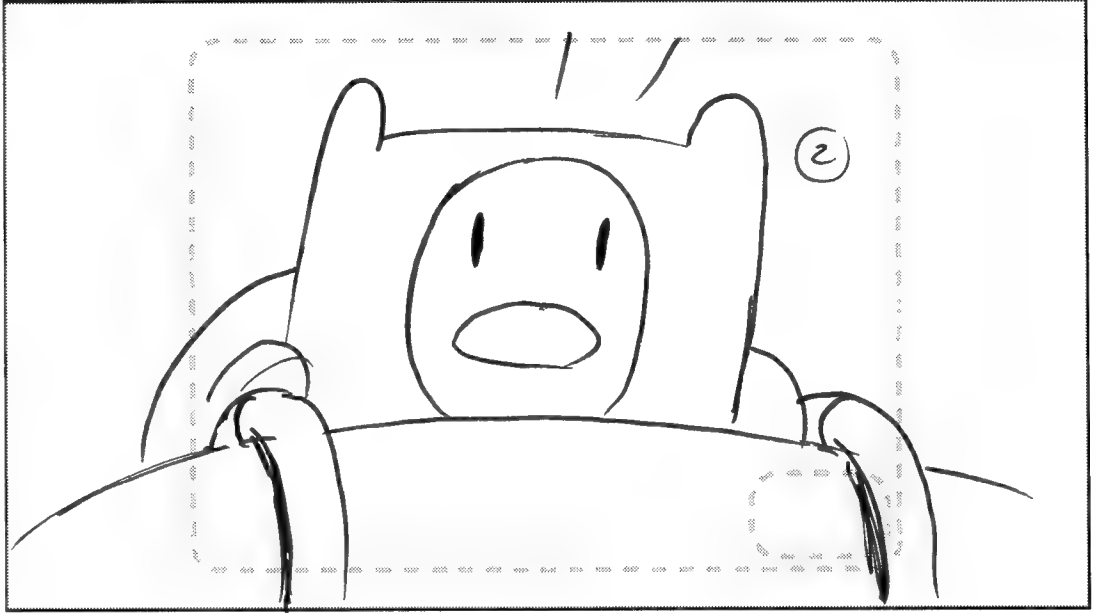


Page 239

Sc. 198 Pnl. B Bg. day night



Sc. 199 Pnl. A Bg. day night

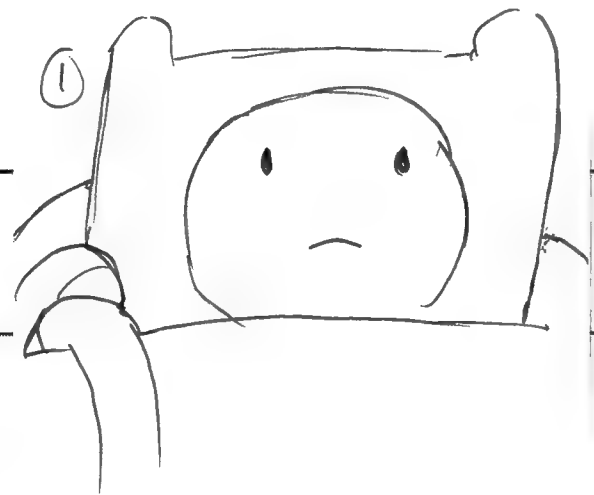


Dialog: (J:) \* ungh... \*

(F:) JAKE!

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



240

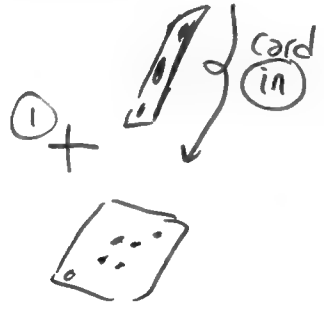
Page \_\_\_\_\_

Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night



Dialog	 <p>(J:) uhnn...</p>
Action	
Timin	

Production :

EPISODE #

1025-193



Sc. 200 Pnl. C Bg. day night



Sc. 200 Pnl. D Bg. day night



Dialog:	(J) Oh! Heg Finn		- Who's your new friend?	
Action:				
Timing:				

EPISODE #

1025-193

Production :

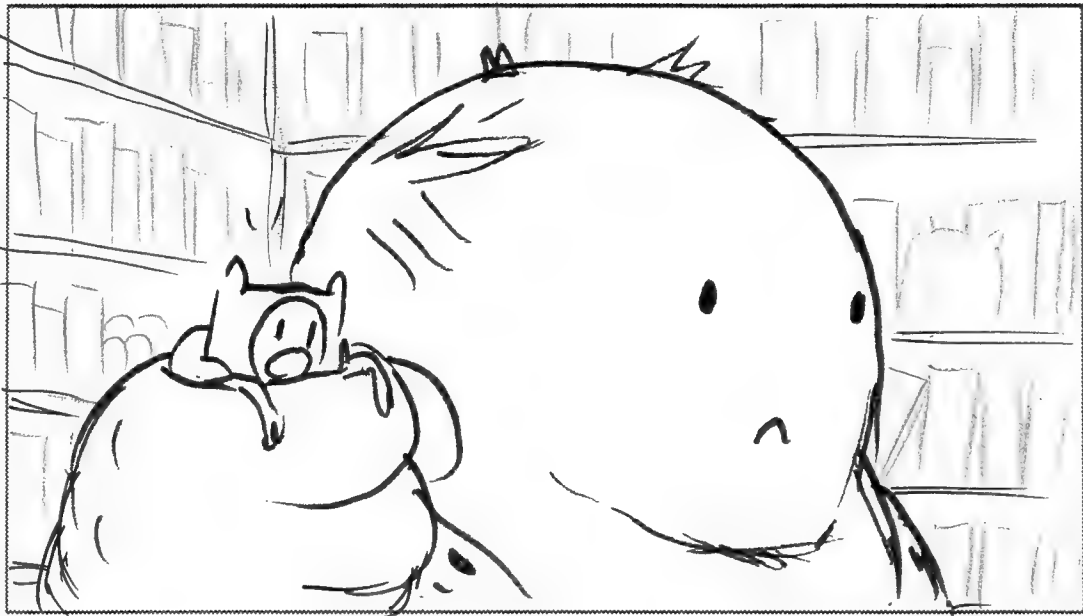
ADVENTURE TIME



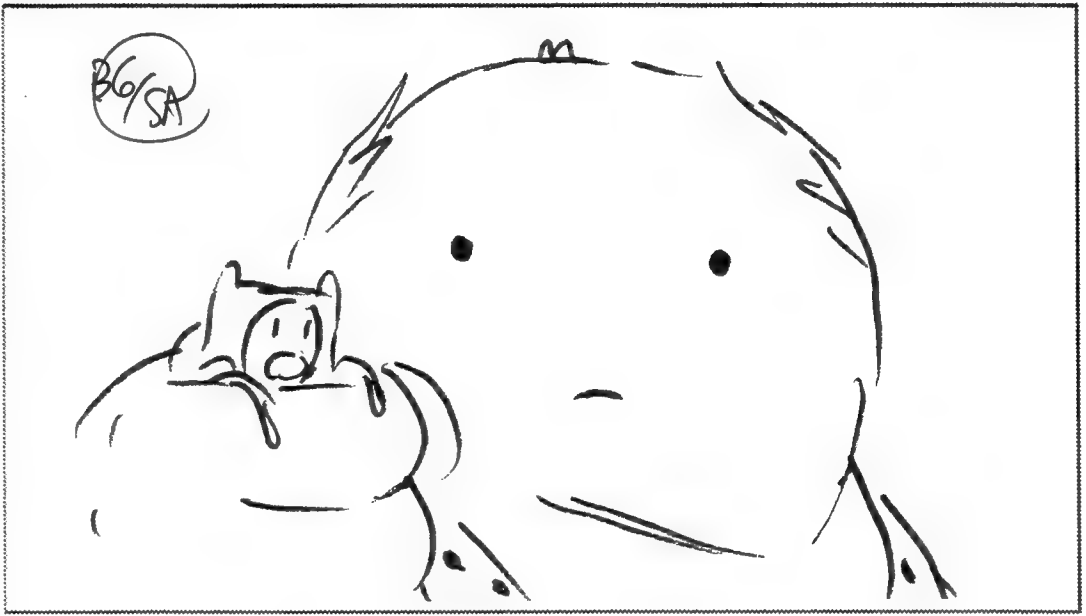
242

Page \_\_\_\_\_

Sc. 201 Pnl. A Bg. day night



Sc. 201 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(F) He's not my friend, he's bad! He kidnapped →

EPISODE #

Production :

1025-193



# ADVENTURE TIME



Page 243

Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night



Dialog:

(F:) the heck  
outta me!

ALT: the stuffin'  
outta me!

Action:

(J:) \*GASP\*

Timing:

(J) why you <sup>interrupted here</sup> son of a...  
(interrupted)

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 244

Sc. 202

Pnl. C

Bg.

day night

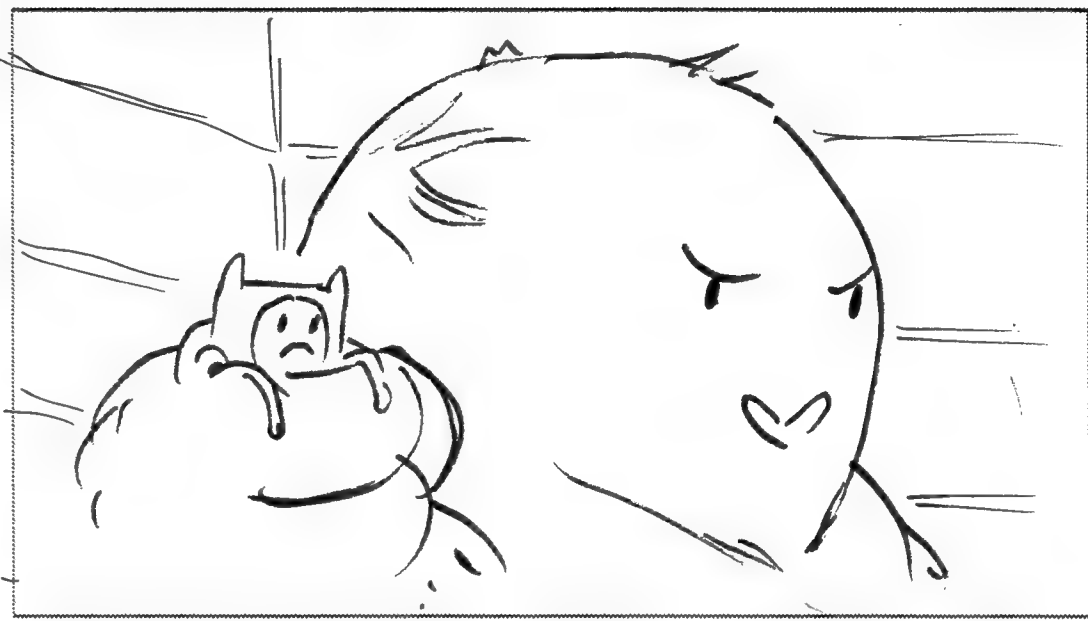


Sc. 203

Pnl. A

Bg.

day night



Dialog:

(KH) \*p fff\*!  
(OS)

Action:

Timing:

(KH) Whadda  
you gonna do  
about it? -

EPISODE #

1025-193

Production :

# ADVENTURE TIME

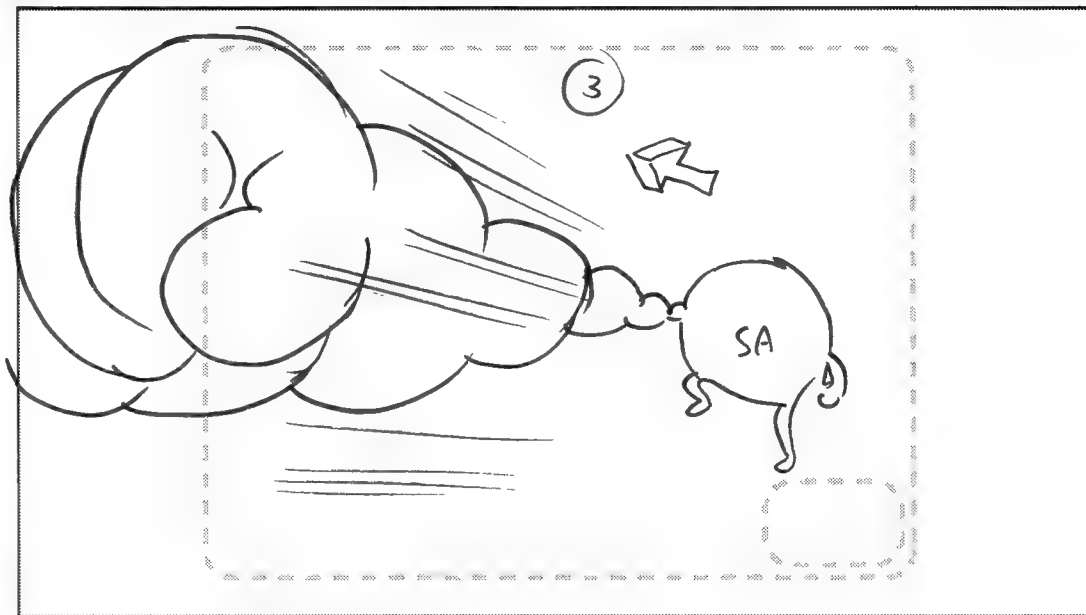


Page 245

Sc. 204 Pnl. A Bg. day night



Sc. 204 Pnl. B Bg. day night



## Dialog:

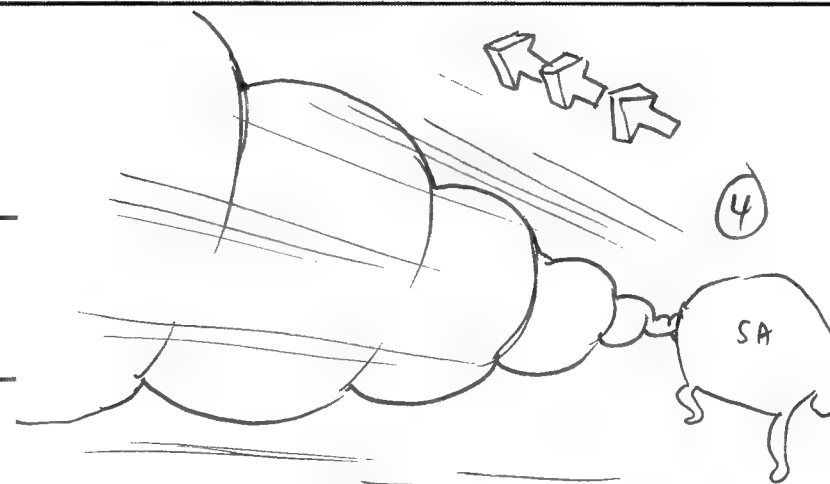
(KH:OS) Maybe I'll go ahead and kidnap you →

## Action:

- Jake punches very suddenly/abruptly little-to-no antic.

## Timing:

- move through pose ② in one fast continuous motion.



- punch doesn't stop extruding, extends continuously/infinately

EPISODE #

Production :

1025-193

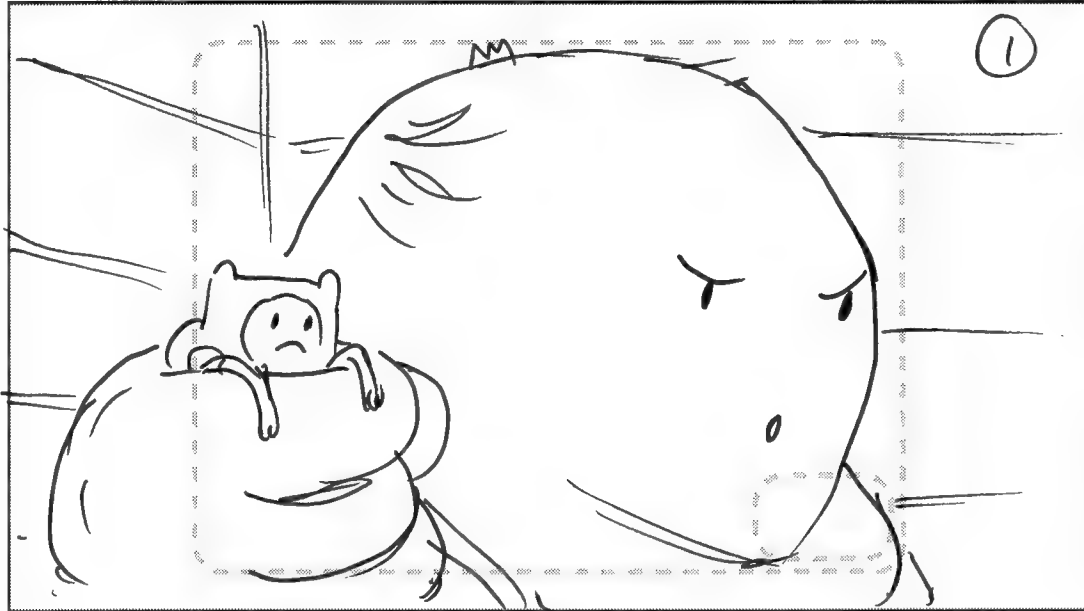
© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

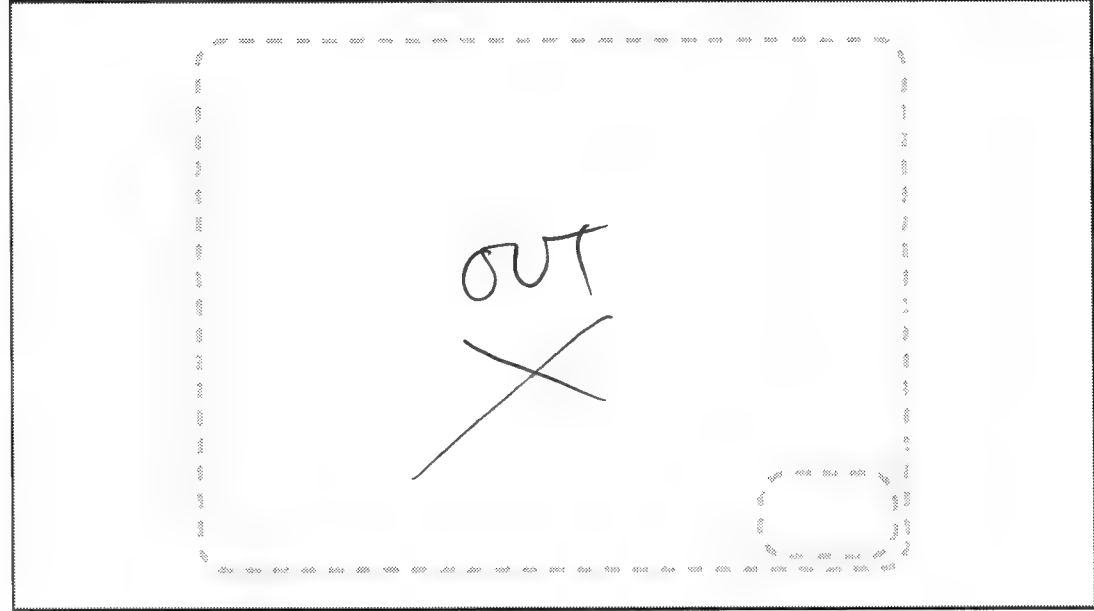


Page 246

Sc. 205 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

KH too--

Action:

Timing:

EPISODE #

Production :

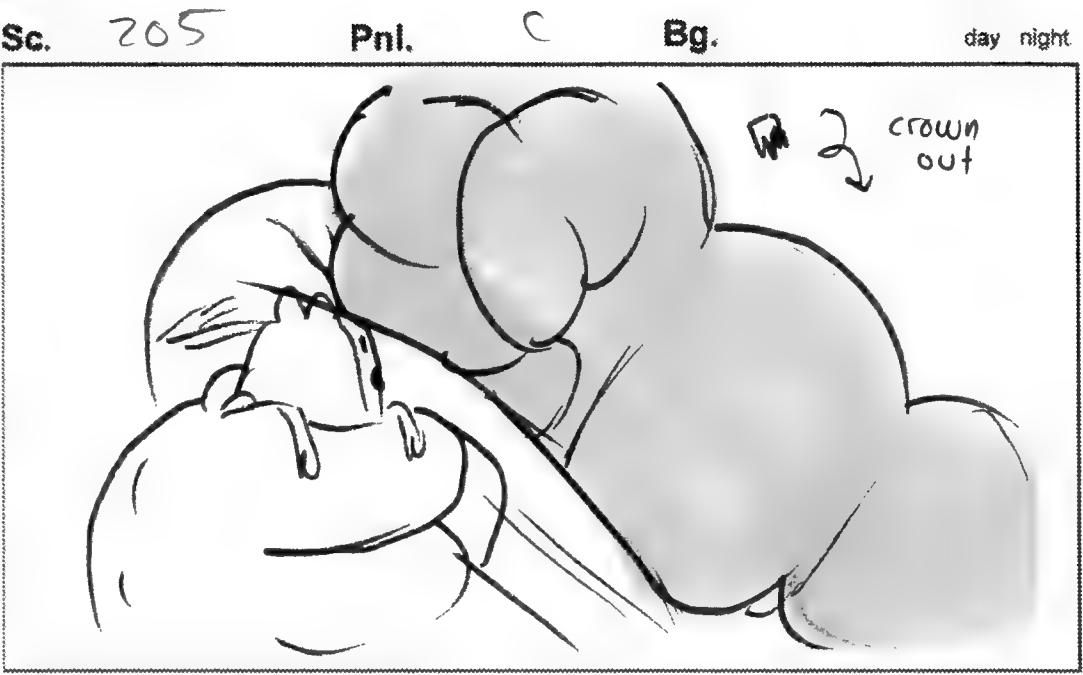
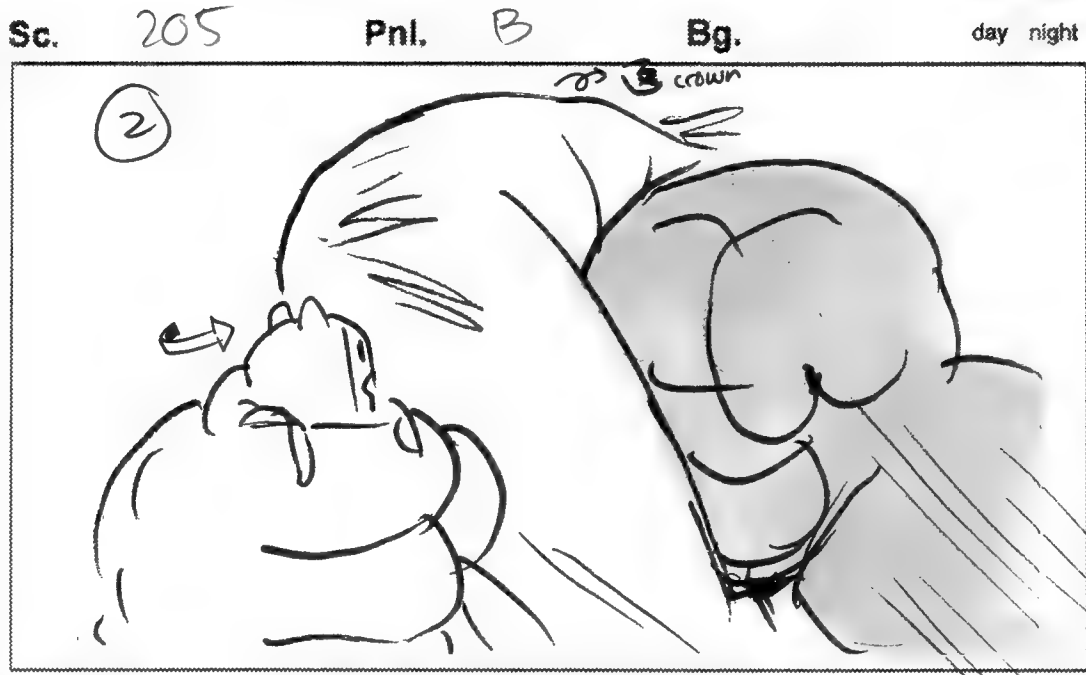
1025-193

ADVENTURE TIME



247

Page \_\_\_\_\_



Dialog: SFX: \*\_PUNCH\* (should overlap King's "Too")

Action: Fist slows almost to a stop when it hits the friction of the king's face.

Timing:

moves  
- Fist slowly as it slides squeakily across King Hugo's face

Production :

EPISODE #

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner, except for production purposes, without prior written permission.



Sc. 205 Pnl. D Bg. day night



Sc. 205 Pnl. E Bg. day night



Dialog:

Action:

Timing:



① Once the slowed hand passes the king's face, it resumes its speed.

② KING'S TORSO is flung back 1st, while his hand remains in place.



Hand speeds up to catch up to falling body

EPISODE #

Production :

1025-193

# ADVENTURE TIME



249

Page \_\_\_\_\_

Sc. 206 Pnl. A Bg. day night



Sc. 206 Pnl. B Bg. day night



Dialog:

(F:) He he he he he!

(F:) Whooo!

Action: - Ear flaps flap very fast - almost flickering/strobing

Timing:

EPISODE #

1025-193

Production :

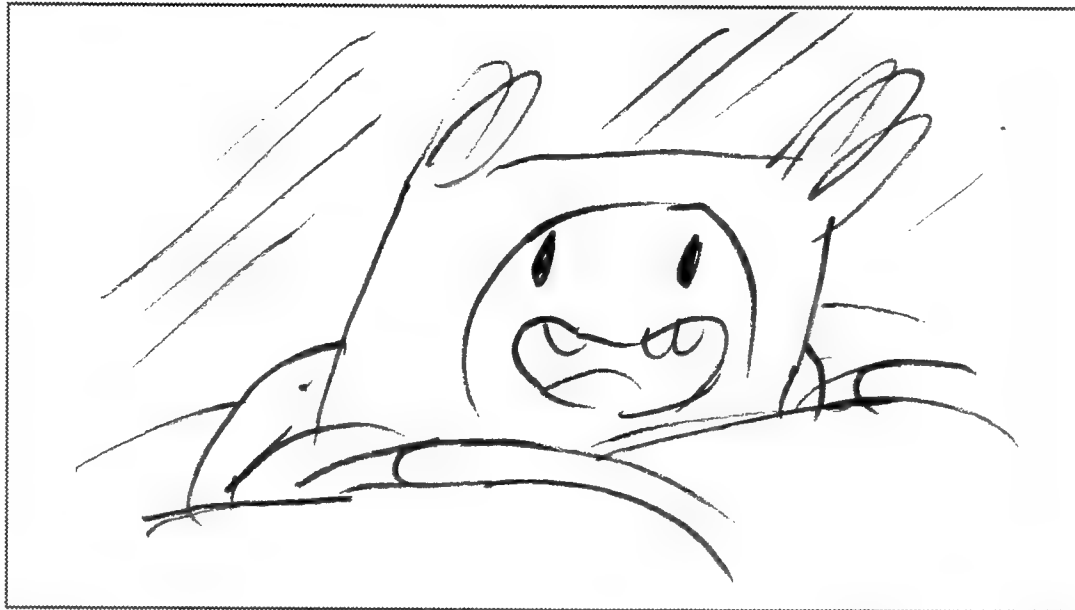


Sc. 206

Pnl. C

Bg.

day night

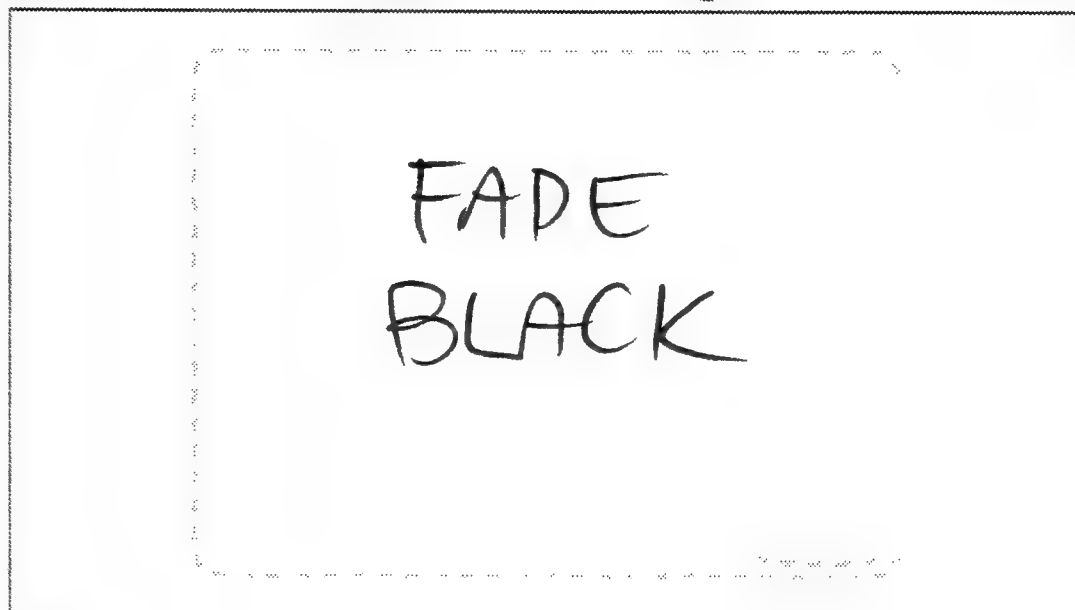


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) oha heh heh he L heh ...

Action:

Timing:

EPISODE #

Production :

1025-193

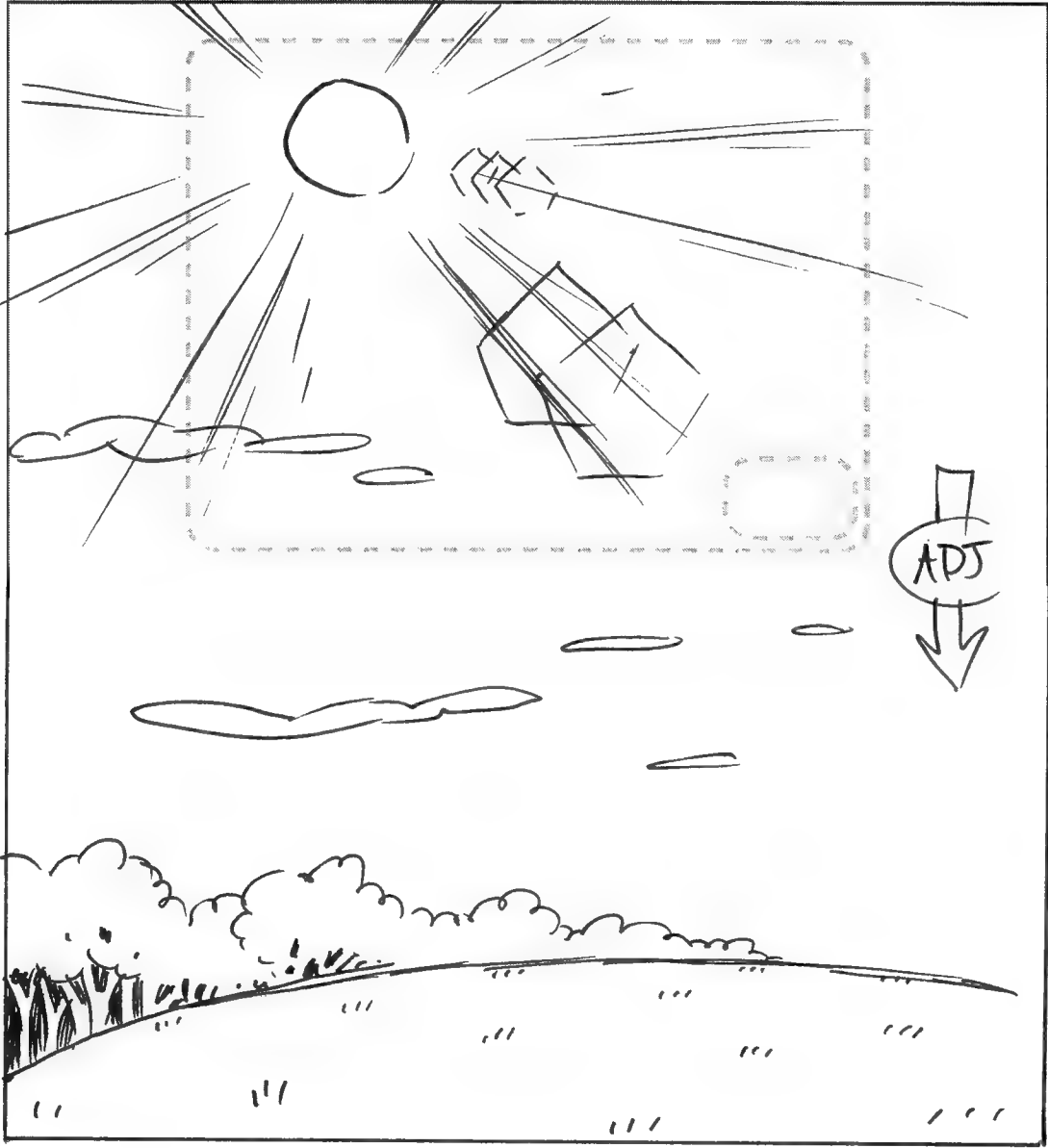


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 207 Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

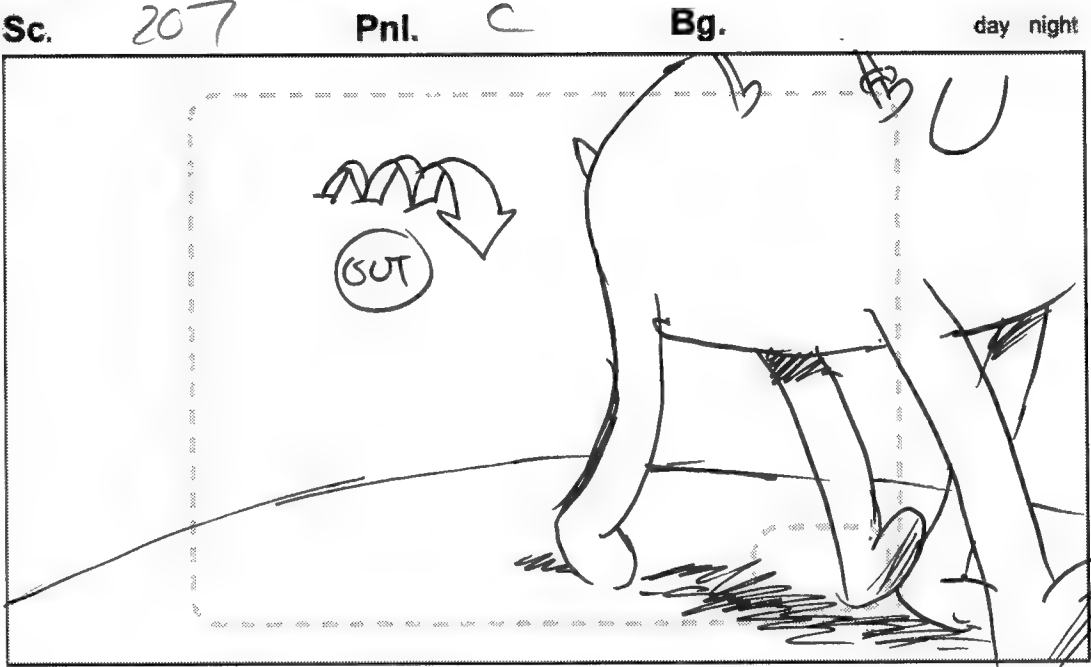
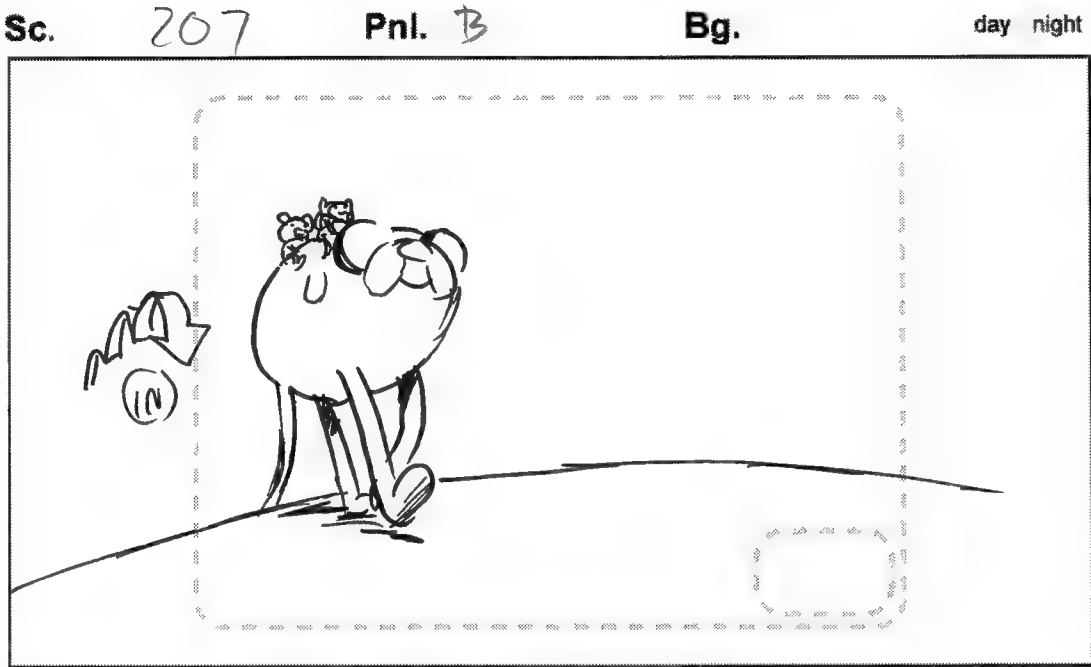
1025-193

© 2003 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 252



Dialog:
Action:
Timing:

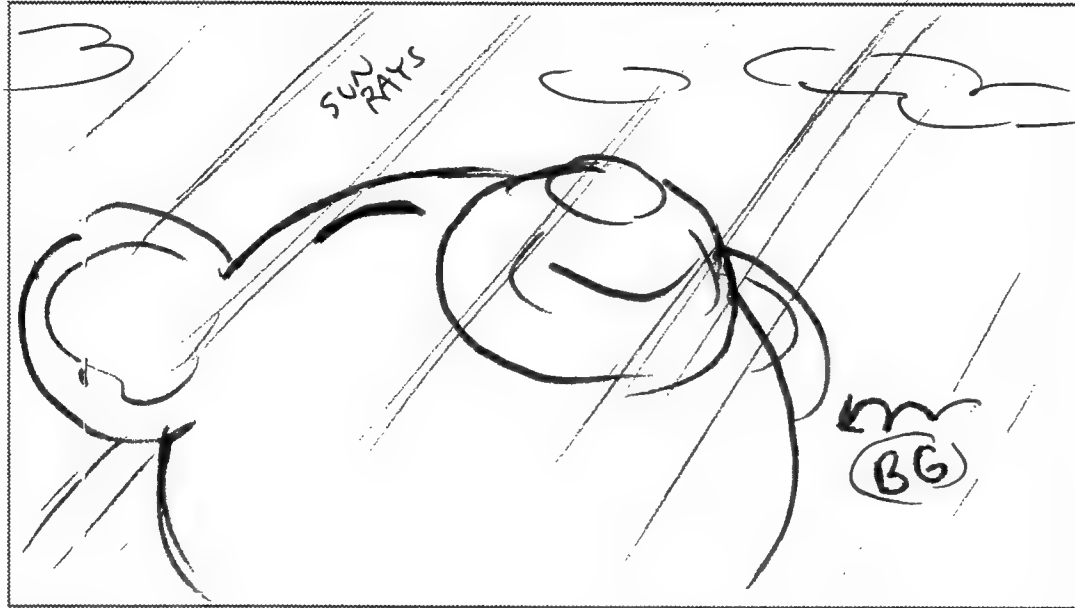
EPISODE #

Production :

1025-193



Sc. 208 Pnl. A Bg. day night



Sc. 208 Pnl. B Bg. day night



Dialog:

(7:) ohh...

Action:

- Seven basks in sun Rays.

Timing:

EPISODE #

Production :

1025-193

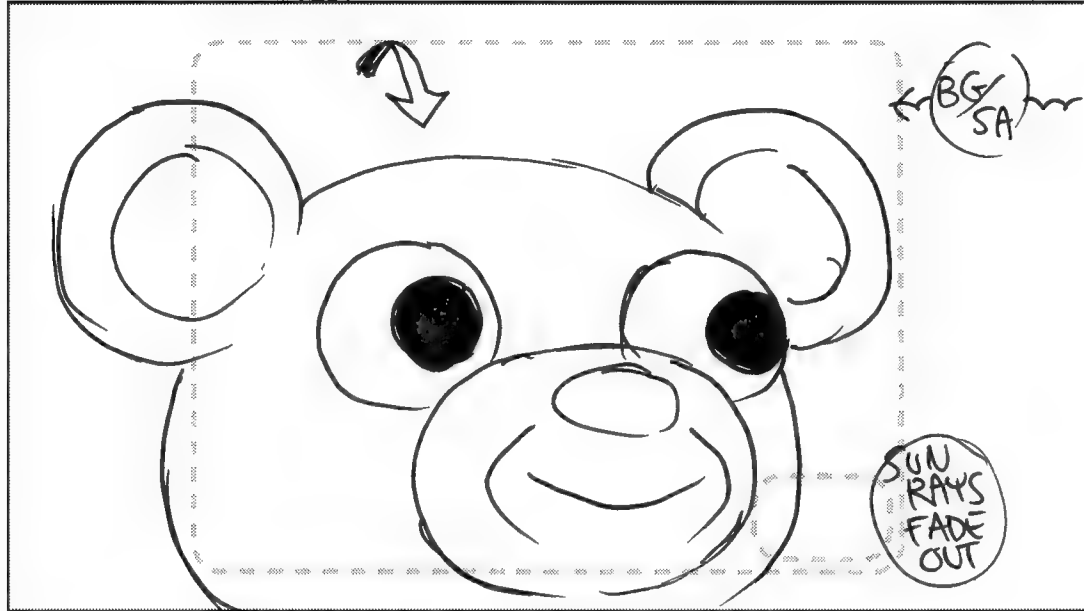
© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

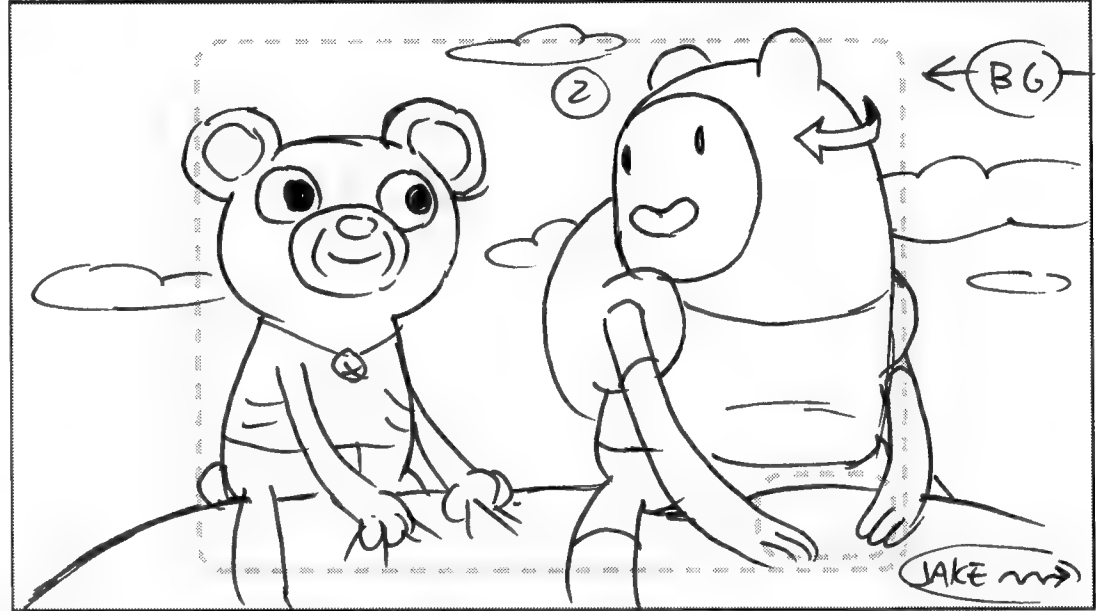


Page 254

Sc. 208 Pnl. C Bg. day night



Sc. 209 Pnl. A Bg. day night



Dialog: FINN OS Hey, Seven, →

F: → hey now that you're  
outta that hole, →

Action:

Timing:



EPISODE #

Production :

1025-193

# ADVENTURE TIME



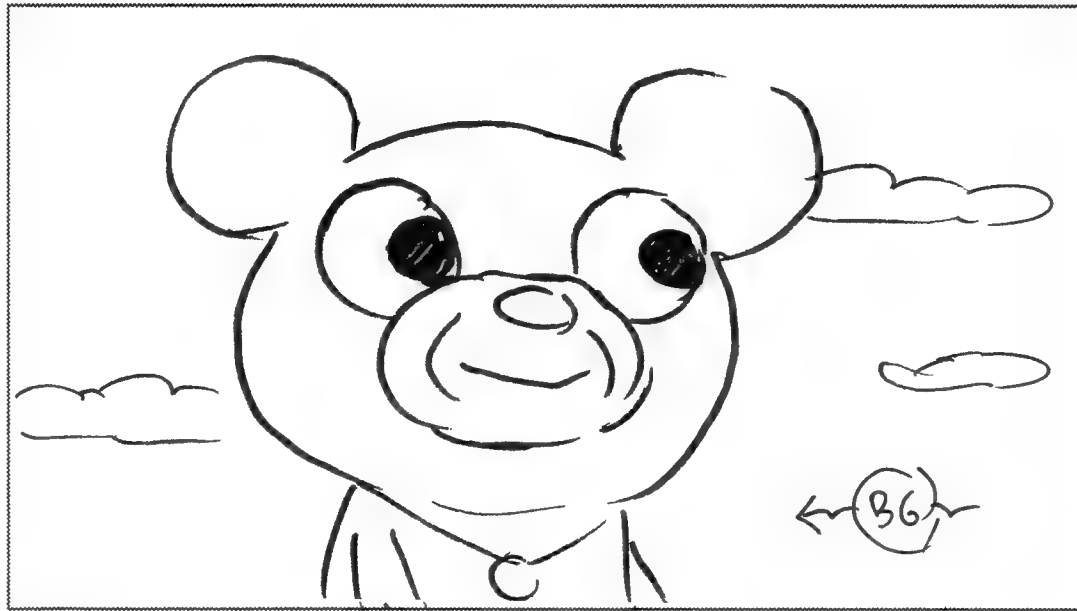
Page 255

Sc. 210

Pnl. A

Bg.

day night

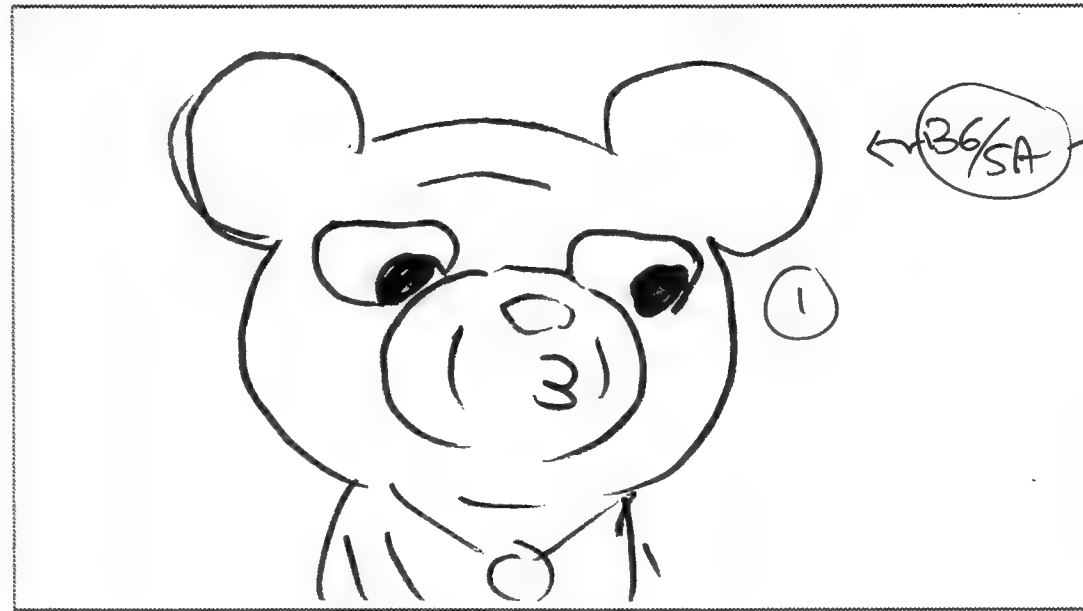


Sc. 210

Pnl. B

Bg.

day night



Dialog:

(FOS) → what's  
the first thing  
you wanna do?

Action:

Timing:

(7:) hmmm...



EPISODE #

Production :

1025-193

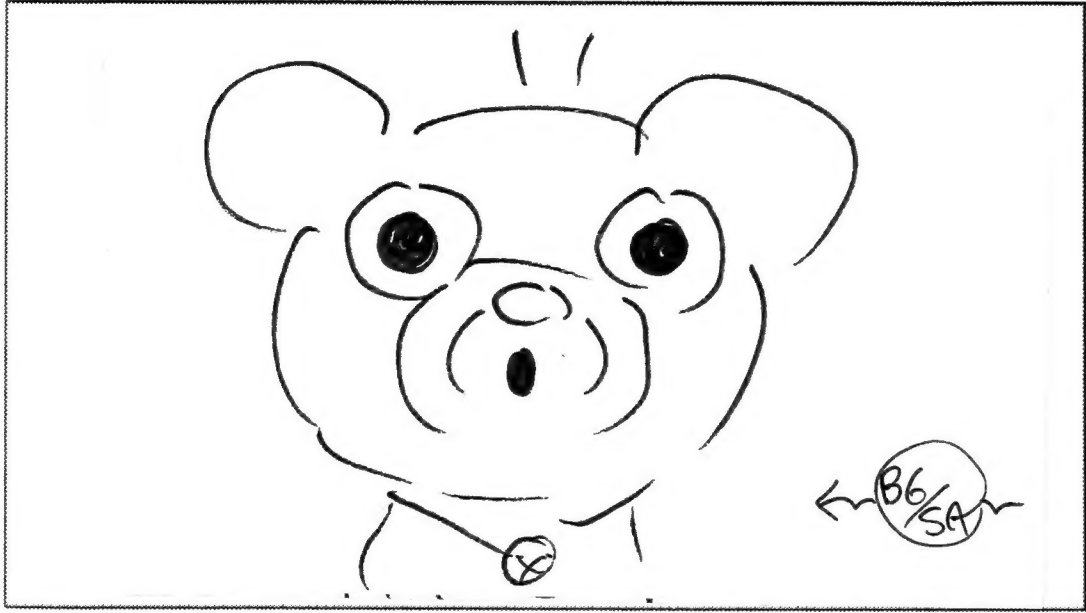
ADVENTURE TIME



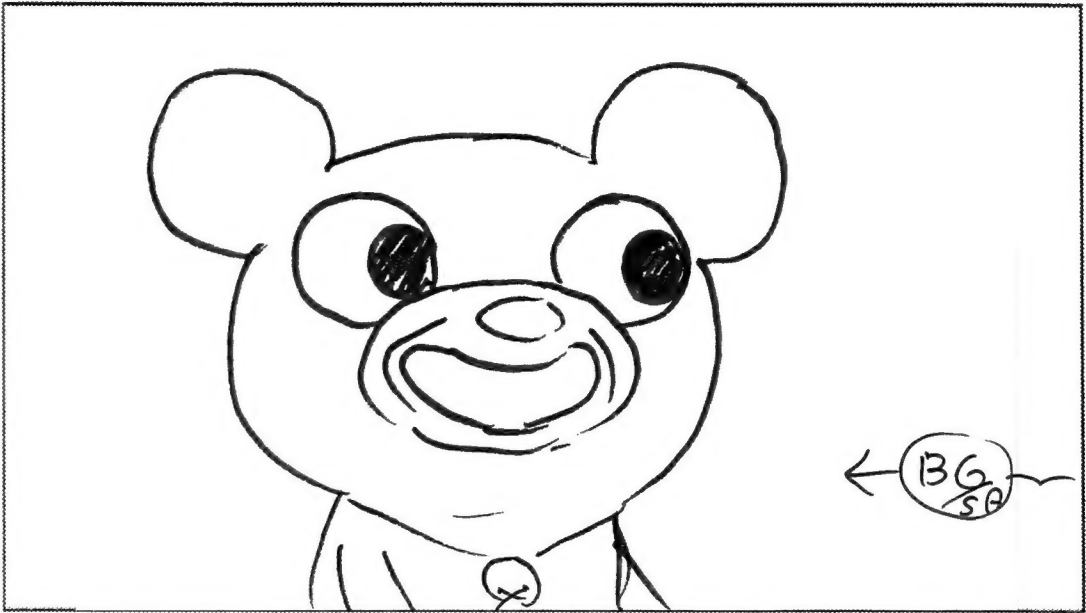
256

Page \_\_\_\_\_

Sc. 210 Pnl. C Bg. day night



Sc. 210 Pnl. D Bg. day night



Dialog:

(7) oh!

Action:

Timing:



(7)<sup>1</sup> I want a  
giant flippin'  
hot dog.<sup>2</sup> MM!

EPISODE #

Production :

1025-193

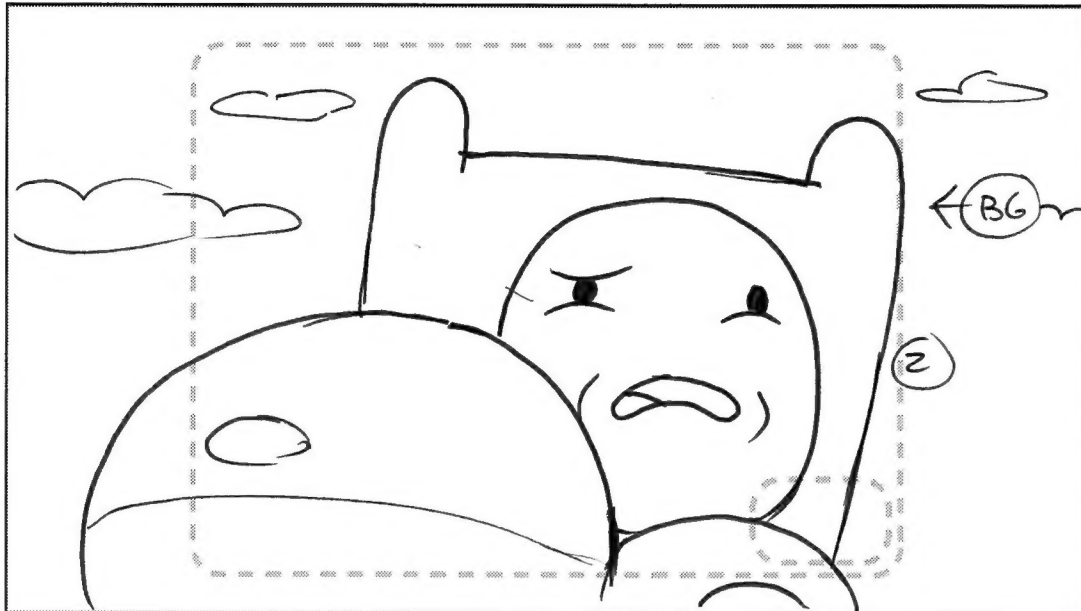
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

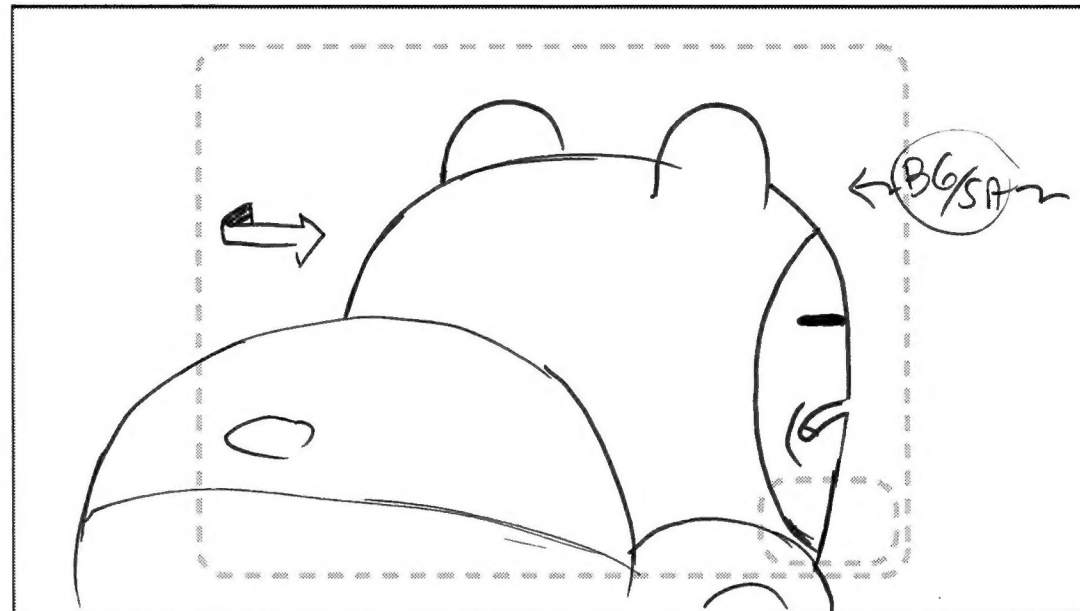


Page 257

Sc. 211 Pnl. A Bg. day night

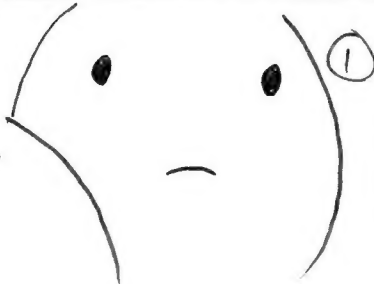


Sc. 211 Pnl. B Bg. day night



Dialog: (F:) uhh...

(F:) Don't you know those are made with like, the grossest junk and bugs and stuff?

Action: 

Timing:

EPISODE #

Production :

1025-193

# ADVENTURE TIME



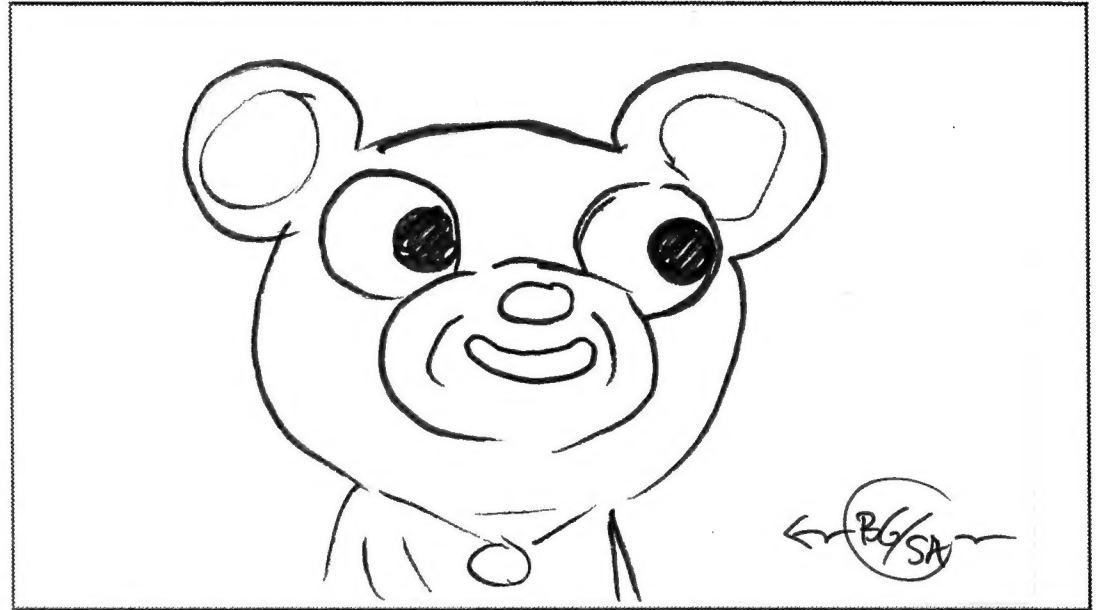
258

Page \_\_\_\_\_

Sc. 212 Pnl. A Bg. day night



Sc. 212 Pnl. B Bg. day night



Dialog:

-BEAT-

Action:

Timing:

⑦ mm, I don't  
give a  
TOUT!



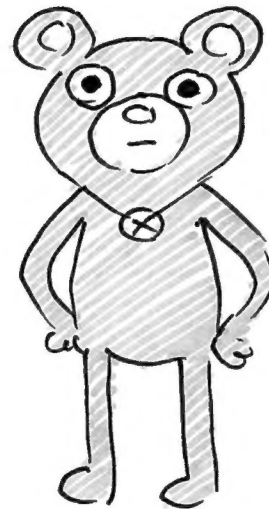
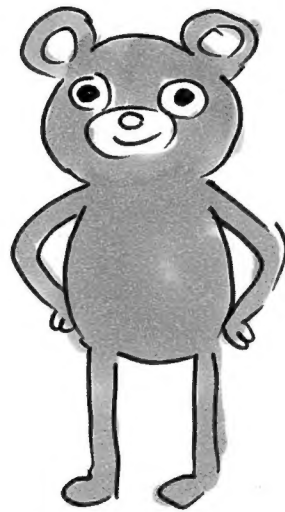
EPISODE #

1025-193

Production :



## SEVEN'S AGE RANGE



- Fur gets lighter
- skinnier
- more bells

AGE (A)

AGE (B)

AGE (C)

YOUNG - - - - - OLD

SC. 96-105

SC. 108  
109  
113

All other  
scenes